

# vienna game



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*To Peter, Louise and Francis Chapman*

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# CHAPTER ONE

2...♘f6 3 f4 d5



1 e4 e5 2 ♘c3 ♘f6 3 f4

One of the main points of the Vienna is to delay developing the king's knight to facilitate f2-f4 and this variation has been consistently popular over the years. Black invariably responds with 3...d5 4 fxe5 ♘xe4 after which White has a wide range of possibilities on the fifth move. By far the safest of these is 5 ♘f3, avoiding any wild tactics and planning to create a positional initiative. Games 1-8 detail Black's possible responses and in particular Adams's opening choice in Game 1 has encouraged a number of imitators.

The Oxford Variation with 5 d3 invites complications and a number of players with the black pieces have suffered as a result. Games 15 and 16 demand study by both sides to cope with the maze of possibilities. Black might be wiser to exchange knights with 5...♘xc3 and steer the game towards a positional middlegame. The various possibilities after 6 bxc3 are discussed in Games 9-14 and there is plenty of scope for independent play.

The Australian Depasquale is well known for his weird and wonderful openings, so 5 ♞f3 in Game 17 and 18 is par for the course. Perhaps the best answer is 5...♘c6, as in Game 18. Finally, Games 19 and 20 are examples of White trying to avoid the established lines by varying on the fourth move, but Black has no problems here.

## Game 1

**Adams-Anand**

*Linares (4th matchgame) 1994*

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5



A logical reply to White's ambitions, striking at the centre.

#### 4 fxex5 ♖xe4 5 ♖f3

The most popular continuation.

#### 5...♗e7

This is believed to be the safest reply. Black will often castle short and play ...f7-f6.

His other alternatives here are discussed in Games 5-8.

#### 6 ♖e2

For 6 d4 see Games 3 and 4.

#### 6...♖xc3

6...♗g5 is also possible (see Game 2), while Black also has a couple of alternatives here:

a) 6...f5 7 d3 and now:

a) 7...♖c5 8 g3 ♗e6?! (8...d4 was necessary) 9 b4 ♖cd7 10 ♖d4 ♗g8 11 ♖xf5 ♗f8 12 ♖d6+! cxd6 13 exd6+ ♗e7 14 ♖b5 ♖a6 15 ♗g5 ♖f6 16 ♗h3 ♖f8 17 0-0 ♗xd6 18 ♗xf6+ 1-0 Plessier-Loiseau, correspondence 1990.

a2) 7...♖xc3 8 bxc3 0-0 9 g3 ♖c6 (I prefer 9...c5, intending ...♖c6, when White only has a slight edge) 10 ♗g2 d4 11 c4 ♗b4+ 12 ♗d2 ♗xd2+ 13 ♖xd2 ♖xe5? 14 ♖xe5 ♗e8 15 ♗d5+ ♖h8 16 ♖e2 1-0 Hector-Bouton, Le Touquet 1988.

b) 6...♖c5 7 d4 ♖e6 8 ♗e3 0-0 9 0-0 c6 10 ♖f2 b5 11 ♗d3 and White was poised to attack on the kingside in Mallahi-Ganbold, Shenyang 1999.

#### 7 dxc3 c5

A standard and good idea to deprive White of the d4-square for his knight. A couple of other moves have also been tried:

a) 7...0-0 8 ♗f4 c6 9 0-0-0 (9 ♖f2 with the queen heading for g3 is a reasonable alternative) 9...♖a6 10 ♖d4 ♖c5 11 ♖e3

♗g4 12 ♗e1 ♖e6 13 ♖b1 c5 14 ♖xe6 ♗xe6 15 h4 with a double-edged game in Adams-Zude, German Bundesliga 1995.

b) 7...c6 8 ♖f2 0-0 9 ♗d3 ♖d7 10 ♖g3 ♖h8 11 0-0 ♖c5 12 ♗g5 ♖xd3 13 ♖xf7+ ♗xf7 14 ♗xf7 ♗c5+ 15 ♗e3 ♗xe3+ 16 ♖xe3 ♗e6 17 ♗xb7 ♖c8 18 ♗e7 ♖xb2 19 ♗b1 ♗b8 20 ♖xa7 ♗f5 21 ♗xg7 ♗xc2 22 ♗c7 ♖g8 23 e6 1-0 Hector-Chiburdanidze, Berlin 1988.

#### 8 ♗f4



#### 8...♖c6

This is normally a declaration of intent by Black to castle queenside. After 8...0-0 9 0-0-0 Black must be prepared to counter White's assault by counter-attacking on the queenside:

a) 9...♖c6 10 c4 ♖d4?! (10...d4 is better, when 11 ♖e4 ♗e8 is slightly better for White) 11 ♖xd4 cxd4 12 ♗xd4 ♖a5 13 cxd5 ♗c5 14 ♗e4 ♗d8 15 d6?! (15 ♖e4! must be an improvement, when 15...♗xd5 is met by 16 ♗d3) 15...♗e6 16 ♖e4 ♗d5 17 ♗a4 ♗e3+ 18 ♖xe3 ♖xa4 and Black had emerged with a plus in Hector-Fredericia, Copenhagen 1998.

b) 9...♖a5 10 ♖b1 ♖c6 11 ♖b5?! (a blatant attempt to steer the game towards a draw) 11...♗e6 12 ♖xa5 ♖xa5

13 ♖g5 ♘c6 14 ♙xe6 fxe6 15 ♗g3 ♗g5  
16 ♗b5 ♞ac8 17 ♗e2 ♗f4 18 c4 ♗xg3  
19 hxg3 d4 20 ♗g4 ♞ce8 21 ♞he1 ♞f2  
when Black had the better chances in  
Ooi-Leko, World Junior Championship  
1992.

#### 9 0-0-0 ♗e6 10 h4

Perhaps White could consider 10 c4.  
Hector-Brinck Claussen, Naestved open  
1988, continued 10...d4 11 ♖d2 ♞a5 12  
a3 ♞a4 13 ♞f3 0-0-0 14 ♗b1 g5 15 ♗g3  
h5 16 h3 g4 17 ♞f2 ♖a5 18 hxg4 hxg4  
19 ♞xh8 ♞xh8 20 ♗d3 ♞h5 21 ♞e2  
♖e6 22 ♗e4 ♖d8 23 ♗d5 ♞d7 24 ♖e4  
with an initiative for White.

#### 10...h6 11 g3 ♞d7 12 ♗g2 0-0-0 13 h5

A decent alternative is 13 ♞f1, when  
13...♞he8 14 ♗h3 maintains White's  
slight edge.

#### 13...♖a5 14 b3 ♖c6 15 ♞f2??

Here Hodgson suggests 15 ♗b1 as a  
better idea.

#### 15...♞c7 16 ♗b1

If White attempts to stop ...d5-d4 with  
16 ♗e3 then after 16...♞a5 17 ♗b2 ♞d7  
Black will double rooks on the d-file to  
advance the d-pawn.



#### 16...♗b8 17 ♖h4 d4 18 cxd4 ♖xd4 19 ♗b2 ♞b6

After this move the game ends quietly.

Anand could have tried to prolong the  
battle with 19...♖b5.

#### 20 ♗e3 ♞a5 21 ♗d2 ♞a6 22 ♗e3 ♞a5 23 ♗d2 ♞a6 24 ♗e3 ½-½

Anand's handling of the opening was  
impressive. The idea of castling queen-  
side makes it difficult for White to make  
progress.

#### Game 2

#### Adams-Xu Jun

#### Cap d'Agde 1994

#### 1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 fxe5 ♖xe4 5 ♖f3 ♗e7 6 ♞e2



If in doubt play ♞e2 could be White's  
slogan in this line.

#### 6...♖g5

This has become popular ever since  
Karpov gave it his seal of approval.

#### 7 d4 c6 8 ♗e3

An improvement on the game Hel-  
lers-Karpov, Haninge 1990, where White  
played 8 ♞f2 ♖xf3+ 9 ♞xf3 ♞b6! (Black  
can gain the initiative by undermining  
the centre) 10 ♞f2 f6 11 ♞g3 ♗e6 12  
♞xg7 ♞g8 13 ♞xh7 ♞xd4 14 ♗d2 (14  
exf6 ♞xf6 15 ♗d2 ♞h8! 16 ♞d3 ♗f5 is  
better for Black according to Karpov)  
14...♞xe5+ 15 ♗e2 ♞f5 when Black had

a slight advantage.

**8...0-0**

8...♗g4 is an interesting alternative, after which Black aims to slow down the white advance on the kingside by counterattacking. Martorell-Lantini, Montecatini 1999, continued 8...♗g4 9 h3 ♖xf3+ 10 gxf3 ♗f5 11 0-0-0 ♖a6 12 ♖g2 g6 13 h4 ♖b4 14 ♗d2 ♖a5 15 a3 ♖a6 16 ♖b1, when White's chances were slightly preferable.

**9 0-0-0 ♖a6 10 h4 ♖xf3 11 gxf3 f6**



Black is a little passive but his defensive shell is hard to crack. The text is designed to open the f-file for the rook. Note that 11...♗xh4? should not be seriously considered due to 12 ♖h2.

**12 f4 fxe5 13 fxe5 ♖c7**

A standard manoeuvre to blockade the e-pawn by installing a knight on e6. **14 h5 ♗g5 15 ♗g1 ♗xe3+ 16 ♖xe3 ♗f5 17 ♖e2**

17 ♗d2 has been suggested as a possible improvement, intending to double rooks on the g-file.

**17...♖e6 18 ♖f4 ♖h4 19 ♖xe6 ♗xe6 20 ♗d3 ♖f4 21 ♖xf4 ♗xf4 22 h6 ♗g4**

This prevents White from pursuing his ambitions on the g-file. Not, however, 22...g6 which fails to 23 ♗xg6! or

22...♗f7, when 23 ♗xg7+ ♗xg7 24 hxg7 ♗xg7 25 ♗g1+ ♗h8 26 ♗h1 ♗g8 27 ♗d2 gives White reasonable chances.

**23 ♗df1 ♗af8 24 e6 ♗xf1+ 25 ♗xf1 ♗xe6 26 ♗xg7+ ♗h8 27 ♗d3 ♗f7 28 ♗xf7 ♗xf7 29 ♗f5**

The position is slightly better for White as his opponent has to use his king to defend the h-pawn. Adams is usually able to grind out victories in such endings.

**29...♗g8 30 ♗d2 ♗g6 31 ♗c8 b6 32 b4 ♗f7 33 ♗d7 ♗f6 34 ♗xc6 ♗f7 35 ♗e3 ♗f5 36 a3 ♗g8 37 c3 ♗f7 38 c4 dxc4 39 ♗e4+ ♗f6 40 d5 ♗g6 41 ♗g2?**

A time-trouble move. 41 ♗xg6 ♗xg6 42 b5, intending ♗d4, wins.

**41...♗e5 42 ♗f3 a5 ½-½**

Karpov's adoption of 6...♖g5 has catapulted it from being a rare option into a main line. However, Adams's superior treatment of the variation starting with 8 ♗e3 demonstrates that White has a slight initiative.

### Game 3 Murshed-Babu Sakthi 1996

**1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 fxe5 ♖xe4 5 ♖f3 ♗e7 6 d4**

The more traditional way of playing. Nowadays, it is often dismissed because it often leads to quite drawish positions. However, there is still plenty of opportunities for Black to go wrong.

**6...f5**

An integral part of the defensive system for Black but in this instance premature. The usual response 6...0-0 is featured in the next game. Another way for

Black to play is 6...♖b4, transposing to Game 6. In Spangenberg-Karpov, Buenos Aires rapidplay 1994, Black opted for 6...c5 instead, leading to a dash for activity on the queenside. After 7 ♖d3 ♙xc3 8 bxc3 c4 9 ♖e2 ♙c6 10 0-0 0-0 11 ♖c3 b5 12 a4 b4 13 cxb4 ♙xb4 14 c3 ♙c6 15 ♖c2 the position is roughly equal.

#### 7 exf6 ♖xf6 8 ♖d3 ♙xc3

8...♙c6 has been suggested as an improvement. For instance, 9 ♙xe4 dxe4 10 ♖xe4 ♙xd4 11 ♙xd4 ♖xd4? (11...♖xd4 12 ♖xd4 ♖xd4 13 c3 is an equal ending) 12 ♖h5+ g6 13 ♖xg6+! hxg6 14 ♖xg6+ ♖d7 15 ♖e3 c5 (15...♖xc3 16 ♖d1+ ♖e7 17 ♖xd8 ♖xd8 18 ♖e4+ wins) 16 0-0-0 gives White a vicious attack.

#### 9 bxc3 ♖e7+

It seems that White will be obliged to play the drawish 10 ♖e2, but he has a surprise in store. 9...0-0 is also possible, when 10 0-0 c6? 11 ♖a3 ♖e8 12 ♙e5? ♖xe5 13 ♖h5! g6 14 ♖xg6 hxg6 15 ♖xg6+ ♖h8 16 ♖h5+ ♖g8 17 ♖f7 is winning for White according to Bangiev. 10 ♙e5!



An excellent riposte. Murshed is not prepared to pander to Black's desire to

enter a dull ending with 10 ♖e2, when 10...♖xe2+ 11 ♖xe2 0-0 is equal. The point is that 10...♖xe5 is answered by 11 ♖h5+ g6 12 ♖xe5 ♖xe5 13 dxe5 when White has an edge thanks to the weakening of the dark squares on Black's kingside.

#### 10...0-0

10...c5 is tempting, but after 11 ♖h5+! g6 12 ♖xg6+ hxg6 13 ♖xg6+ ♖d8 14 0-0! ♖xe5 (14...♖f8 15 ♖h6 wins) 15 dxe5 the threat of ♖g5 is deadly.

#### 11 0-0 ♖xe5 12 ♖xf8+ ♖xf8 13 ♖h5

White continues to play in the most adventurous way. After 13 dxe5 play may continue 13...♖c5+ 14 ♖h1 ♖xc3 (14...♙d7? is more challenging) 15 ♖xh7+ ♖xh7 16 ♖h5+ ♖g8 17 ♖e8 with perpetual check.

#### 13...♖xh2+ 14 ♖xh2 ♖f5?

Black needs to block the threat to h7 but this allows a clever combination. White is still better after 14...h6, when 15 ♖xc7 ♙c6 16 ♖b1! (16 ♖g5 ♖g7 gives Black hope) 16...♖g7 17 ♖xg7+ ♖xg7 18 ♖b5 ♙e7 19 ♖g5 will quickly win a pawn.

#### 15 ♖a3!

Murshed finds a way to exploit Black's retarded development. 15 ♖xc7 fails to make much impression after 15...♖xd3 16 cxd3 ♖e8 17 ♖f4 ♖d7, when White's advantage is slight.

#### 15...♖xa3 16 ♖xf5 h6

16...g6 allows mate after 17 ♖c6+ ♖g7 18 ♖e5+ ♖h6 19 ♖f2 and the rook will swing across to the h-file.

#### 17 ♖xc7 ♙a6 18 ♖xb7

It is time to start counting material. White is a pawn up and has better placed pieces.

#### 18...♖d8 19 ♖c6 ♖d6 20 ♖xd6 ♖xd6





The ending is winning for White.

21 ♖b1 ♙c7 22 ♖b7 ♖c6 23 ♖xa7  
 ♖xc3 24 a4 ♙f8 25 a5 ♙e7 26 ♖b7  
 ♙d6 27 ♙d3 ♖a3 28 ♖b6+ ♙d7 29 a6  
 ♖a4 30 ♖g6

Murshed has successfully deflected the black pieces into stopping the a-pawn from advancing and now plunders the kingside pawns.

30... ♙d8 31 ♙f2 ♖xd4 32 ♖xg7 ♖a4  
 33 ♖g6 h5 34 ♙g3 ♙e7 35 ♖h6 d4 36  
 ♖xh5 ♙xa6 37 ♖h7+ ♙d8 38 ♖a7 ♙c5  
 39 ♖xa4 ♙xa4 40 ♙f4 1-0

6...f5 is just too soon. White can take advantage of his lead in development to instigate an attack.

#### Game 4

#### Flaisigova-Krivec

World Junior Championship 1998

1 e4 e5 2 ♙c3 ♙f6 3 f4 d5 4 fxe5  
 ♙xe4 5 ♙f3 ♙e7 6 d4 0-0

A safe reply.

7 ♙d3 f5

The f-pawn supports the knight. After 7... ♙b4 White can abandon a pawn with 8 0-0 ♙xc3 (or 8... ♙xc3 9 bxc3 ♙xc3 10 ♖e1 with the initiative) 9 bxc3 ♙xc3 10 ♖b1 and, in Larsen's view, White has

good play for the pawn. Jensen-Overbeek, Guernsey 1988, continued 7... ♙xc3 8 bxc3 f6 9 0-0 ♙c6 10 ♙f4 fxe5 11 ♙xe5 ♙xe5 12 ♙xe5 ♖xf1+ 13 ♖xf1 ♙e6 14 ♖e1 ♙g+ 15 ♖f4 ♖d7 16 h3 ♙h5 17 ♙xg7! and White won.

8 exf6 ♙xf6!



Réti is credited with finding this equalising move. 8... ♙xf6! gives White the chance to launch a kingside attack by transferring his queen to the kingside where he can make use of the well-placed bishops. For example:

a) 9...c5 10 ♙g5 ♙c6 11 dxc5 ♙xc5+ 12 ♙h1 ♙h8 13 ♖e1 (the manoeuvre ♖e1-h4 is a regular theme in this line) 13... ♙e7 14 ♖h4 h6 15 ♙xh6 ♙e4 16 ♙g5+ ♙g8 17 ♙xe4 dxe4 18 ♙xe4 ♙f5 19 ♙xc6 1-0 Thomas-Biedinger, Eisenberg 1993.

b) 9...c6 10 ♙g5 b6 11 ♙e5 ♖c7 12 ♖e1 ♖a6 13 ♖h4 h6 14 ♙xh6! gxh6 15 ♖xh6 ♙d8 16 ♖xf6 ♙xf6 17 ♖g6+ ♖g7 18 ♖xe8+ ♙h7 19 ♙h7+ ♙g7 20 ♖g6+ 1-0 Hillesheim-Schumacher, Frankfurt 1980.

9 0-0 ♙c6 10 ♙xe4

If 10 ♙e2 then 10... ♙b4 11 ♙b5 ♙d7 12 ♙xd7 ♖xd7 is fine for Black 10... dxe4 11 ♙xe4 ♙xd4 12 c3

It is essential for Black to know what to do against 12 ♖g5. The game Schwartz-Falk, Hessen 1988, shows the correct path with 12...♙f5! 13 c3 ♙xg5 14 ♙xg5 ♖xg5 15 ♖xd4 ♙xe4 16 ♖xe4 ♖c5+ 17 ♖h1 ♙xf1+ 18 ♙xf1 ♙f8 19 ♙xf8+ ♖xf8 20 h3 c6 21 ♖e6+ ♖h8 22 ♖d7 ♖f1+ 23 ♖h2 ♖f4+ 24 ♖h1 ♖f1+ 25 ♖h2 ♖f4+ 26 ♖h1 ♖f4.

A word of warning to anyone attracted by 12 ♙g5? After 12...♙xg5! 13 ♙xh7+ ♖xh7 14 ♖g5+ ♖xg5 15 ♙xf8 ♙g4 wins for Black.

12...♖xf3+ 13 ♙xf3 ♖xd1 14 ♙xd1

The ending is dead equal.

14...c6 15 ♙e3 ♙e6 16 ♙d2 ♙f8 17 ♙ad1 ♙xd2 18 ♙xd2 ♙d8 19 ♙xd8+ ♖f4

If Black wants a quiet life then 6...0-0 can be recommended. Accurate play promises Black comfortable equality.

### Game 5

**Yegiazarian-N.Estrada**

*Linares 1999*

1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 fxe5 ♖xe4 5 ♖f3 ♖c6 6 ♙b5



The best idea is to pin the knight. One has to watch out for transpositions and

here 6 ♖e2 would reach the position discussed in the note to White's fifth move in Game 17.

6...♙e7

A solid reply. Black's basic plan is to castle kingside and breakout with ...f7-f6. Other possibilities are:

a) 6...a6 7 ♙xc6+ bxc6 8 0-0 ♙e6 9 ♖e1 ♖g5 10 ♖g3 ♖xf3+ 11 ♙xf3 ♖b8 12 ♖e2 ♖b6+ 13 d4 h6 14 ♙b3 and White had a strong initiative in Cheng-I-Jones, Manila Olympiad 1992.

b) 6...♙c5 7 d4 ♙b6 (7...♙b4 8 ♖d3 is slightly better for White) 8 0-0 0-0 9 ♖a4 ♙g4 10 ♖xb6 axb6 11 c3 f6 12 ♖e1 ♙d7 13 ♙d3 (13 exf6!) 13...fxc5 14 dxc5 ♙f5 15 c4 ♖c5 16 ♙xf5 ♙xf5 17 g4! (White's kingside pawn structure is now a long-term worry) 17...♙f8 18 ♙g5 ♖d7 19 cxd5 ♖xd5 20 ♙d1 ♖xa2 21 b4 ♖e6 22 ♖h4 ♖c2 23 ♙d7 ♖xc5 24 ♙d2 ♖xf3+ 0-1 Matsuura-De Souza, Curitiba 1999.

7 ♖e2

White takes steps to dislodge the knight from e4.

7...♖c5

Black has two other paths to equality:

a) 7...♖g5 8 d4 ♖xf3+ 9 ♖xf3 0-0 10 ♙e3 ♖b4 11 0-0 c6 12 ♙e2 f6 13 ♖g3 ♙f5 14 ♙h6 ♙g6 15 h4 gxf6 16 h5 fxc5 17 hxf6 ♙g5+ ♖f4

b) 7...♖xc3 8 dxc3 0-0 9 ♙f4 a6 10 ♙xc6 bxc6 11 0-0 ♙e6 12 ♖d4 ♖d7 13 ♖xe6 ♖xe6 14 ♙h6 c5 15 ♖d2 ♙f8 led to equal chances in Turner-Morris, 4NCL 1997.

8 d4 ♖e6 9 ♙e3

Yegiazarian is staking his claim for an edge based on the space advantage.

9...0-0 10 0-0 a6

10...f6 should also be considered.

11 ♖a4 ♟a5 12 ♜f2 ♟c4

Black has now achieved equality.

13 ♖b3 ♟xe3 14 ♜xe3 c6 15 ♟e2 ♟g5

Estrada tries to exchange pieces to ease the congestion of his pieces.

16 c4

An ambitious reply to maintain the tension. After 16...♟g4 is fine for Black.

16...dxc4 17 ♖xc4 ♟e6 18 b3 b5 19 ♖d3 ♜c8 20 ♜ad1 c5?



Black mistakenly thinks the time is right to challenge the pawn centre and utilise his bishops. A better try was 20...♟d5.

21 d5!

A tricky way to use a pin on the d-file.

21...♖xd5

If 21...♜xd5? then 22 ♖xh7+ ♜xh7 23 ♜xd5 wins.

22 ♖f5 ♟xf3+ 23 gxf3 ♜c7 24 ♟c3

The cruel reality for Black is revealed. He must lose at least a piece.

24...c4 25 ♜xd5 ♜xd5 26 ♟xd5 ♖c5

27 ♟xc7 ♖xe3+ 28 ♜g2 ♜d8 29 bxc4

♜d2+ 30 ♜g3 bxc4 31 h4 ♜xa2 32

♜b1 g6 33 ♖e4 ♖d4 34 f4 ♜a3+ 35

♖g4 ♜g7 36 ♟e8+ ♜h6 37 ♜b7 c3 38

♜xf7 1-0

The system with 5...♟c6 is fairly reliable, although White has a slight space advantage.

### Game 6

De la Riva-A.Fernandez

Barcelona 1993

1 e4 e5 2 ♟c3 ♟f6 3 f4 d5 4 ♜xe5 ♟xe4 5 ♟f3 ♖b4

A suggestion by Falkbeer from the 1850s. The simple idea is to stop d2-d3. 6 ♜e2



This queen move puts the question to the knight. White has also explored some other paths:

a) 6 ♖e2 ♟c6 7 0-0 ♖f5 (7...0-0 followed by ...♟g4 is a decent alternative) 8 ♜e1 ♖c5+ 9 ♜h1 h6 10 ♖d3 ♜d7 11 ♟xe4 dxc4 12 ♖xe4 ♖xe4 13 ♜xe4 0-0-0 14 c3 ♜d3 15 ♜xd3 ♜xd3 16 b4 ♖b6 17 a4 a5 18 b5 ♟d8 19 ♟e1 ♜d5 20 d4 and White has forced his opponent to retreat, leaving him with a material advantage in Hector-Dubois, Le Touquet 1988.

b) 6 a3 ♖a5 7 ♖e2 0-0 8 0-0 ♖g4 9 ♜e1 ♟c6 10 d3 ♟xc3 11 bxc3 ♜e7 12 ♖d2 ♖xf3 13 ♖xf3 ♟xe5 and Black

was a pawn up in Schulz-Schlehoefel, Dortmund 1987.

**6...♙c5?**

Black tries to avoid exchanges. Djuric-Sekulic, Yugoslav Championship 1993, saw the superior 6...♙xc3. After 7 dxc3 0-0 8 ♙f4 c6 9 ♙e3 ♙b6 10 ♙xb6 axb6 11 c4 dxc4 12 ♙xc4 the position is equal.

**7 a3 ♙xc3**

Black is obliged to take the knight unless he wants to face the consequences of 7...♙a5?? 8 b4.

**8 dxc3 ♙e6 9 ♙e3**

White has a straightforward middle-game plan of castling queenside and then playing c3-c4 to get rid of the doubled c-pawn.

**9...♙e7 10 0-0-0 c6 11 ♙f2!**

The queen is heading for g3 to pursue the attack. Black's main problem is that his position is rather passive as the knight on e6 locks in the light-squared bishop.



**11...b6 12 c4 dxc4 13 ♙xc4**

De la Riva has emerged from the opening with the better position. He has a lead in development and a space advantage.

**13...0-0 14 ♙g3 ♙h8**

Black is wary of ♙h6 so moves the king out of the pin on the g-file. If 14...♙d8? to contest the d-file then 15 ♙xe6 ♙xd1+ 16 ♙xd1 ♙xe6 17 ♙g5 wins.

**15 ♙d6 ♙a6 16 ♙d4 ♙xd4 17 ♙xd4**

The pressure on Black's position is intense. 17...♙b7 is obvious but wrong after 18 e6!, when 18...fxe6 (or 18...f6 19 ♙d7) 19 ♙xe6 ♙d7 20 ♙h4! ♙ae8 21 ♙d3 h6 22 ♙xh6+ leads to mate. The best chance is 17...c5, but after 18 ♙e3 White can increase his advantage by doubling rooks on the d-file and perhaps playing ♙g5.

**17...♙e6??**

Black cracks up.

**18 ♙xa6 1-0**

The old idea of 5...♙b4 is unlikely to make a big comeback, as Black has simpler routes to equality.

*Game 7*  
**Vorotnikov-Kuzmin**  
*Orel 1997*

**1 e4 e5 2 ♙c3 ♙f6 3 f4 d5 4 fxe5  
♙xe4 5 ♙f3 ♙c5**



One has to admire the originality of this idea. Black is prepared to waste a

tempo so that he can pin the queen's knight.

#### 6 d4

White might be tempted to try and follow the other standard set-up with 6 ♗e2?, but this is not recommended here:

a) 6... ♖f2? 7 d4 ♖xh1 8 dxc5 is good for White, who will have two pieces for a rook after g2-g3 and ♗g2.

b) 6... ♖xc3 7 dxc3 ♖c6 8 ♗f4 ♗e6 9 0-0-0 ♗e7 10 ♗g5 f6 11 exf6 gxf6 12 ♗e3 ♗d6 13 ♖d4 ♖xd4 14 ♗xd4 c5 15 ♗e3 0-0-0 when the position was equal in E.Bauer-Heidenfeld, Zell 1991.

c) 6... ♗f2+! 7 ♖d1 ♖xc3+ 8 dxc3 ♗b6 (8... ♗h4 has also been suggested) 9 ♗g5 ♗d7 10 ♗d2 (10 ♖d2 is worth investigation) 10... 0-0 11 ♗d3 c5 12 c4 dxc4 13 ♗xc4 ♖c6 14 h3 ♗xd2+ 15 ♖xd2 ♗e8 16 ♗ac1 ♗e6 17 ♗b5 ♗d5 and Black had good prospects in the ending in Lehtivaara-G.Flear, Lenk 1992.

#### 6... ♗b4 7 ♗d2

An obvious choice to break the pin. White experimented with 7 ♗d3?, preferring to keep open the option of where to deploy the dark-squared bishop, in Vavra-Fernandez Garcia, Barcelona 1993. That game continued 7... c5 8 ♗e2 cxd4 9 ♖xd4 (White's pawn structure is weak) 9... ♖c6 10 ♖xc6 bxc6 11 a3 ♗xc3+ 12 bxc3 ♗h4+! 13 g3 ♗e7 14 ♗d4 0-0 15 c4 c5 16 ♗b2 ♗a6 17 ♗b1 d4 18 ♗f3 ♖c3 19 0-0 ♗ad8 0-1.

#### 7... ♖xd2

Without doubt the safest choice at Black's disposal, aiming for equality by exchanging pieces and castling kingside quickly. A different approach was 7... ♗g4, as in Tebb-Greer, British Championship 1994, which saw White

jump over some obstacles before drawing with 8 ♖xe4 dxe4 9 ♗xb4 exf3 10 ♗d2 (not 10 gxf3 ♗h4+ 11 ♗e2 ♖c6!, threatening the bishop and 12... ♖d4+ 13 ♗xd4 ♗xf3+ with a discovered attack on the queen) 10... ♖c6 11 ♗c3 ♗d5 12 b3 (12 h3 ♗e6 13 gxf3 0-0-0 is equal) 12... ♗e4+ 13 ♖f2 fxg2 14 ♗xg2 ♗f5+ 15 ♖g1 0-0-0 16 h3 ♗h5 17 ♗f1 ♗g6 18 ♗e3 ♗he8 19 ♖h2 ♖e7 20 ♗hg1 ♗b6 21 ♗b2 ½-½.

#### 8 ♗xd2 ♗f5

It makes sense to stop White from freely deploying the light-squared bishop on to its best square. In the game Dabrowska-Slabek, Warsaw 1995, Black allowed the bishop to land on d3 and suffered from a kingside onslaught. That game went 9 ♗d3 ♗g4 10 0-0 ♖d7 11 c4 c6 12 ♗b4 ♗e8 13 ♗e1 ♗xf3 14 ♗xf3 c5 15 cxd5 ♖g5 16 ♗g3 exb4 17 h4 ♗b6 18 ♗f2 ♖e6 19 dxe6 fxe6 20 ♗f4 ♗e7 21 h5 ♗f8 22 ♗e4 ♗f5 23 ♗h4 ♗f7 24 ♗g6! with a clear advantage to White.

#### 9 ♗d3 ♗xd3 10 ♗xd3 0-0 11 0-0-0



The only way for White to inject some excitement into the position is to castle on the opposite side and try to create an attack on the kingside. 11 0-0 is a safe

alternative with equal chances.

11...♙xc3

This capture can be delayed and 11...c6 comes into consideration.

12 ♖xc3 ♘c6 13 ♖d3 ♙b4 14 ♖b3 ♘c6 15 h4

A sign of intent. Less appealing is 15 ♖xb7, when 15...♖d7 presents Black with some counterplay by bringing a rook to the b-file.

15...♖d7 16 c3 a5 17 ♖c2 ♙e7 18 ♖df1

18 ♙g5 is ineffective after 18...♖f5 and the text is designed to stop the resource.

18...♙a6?!

The start of a bizarre defence. 18...♖f5 was essential, when 19 ♖d2 gives White a slight plus.



19 ♙g5 ♙h6 20 e6!

A knockout blow. The start of a winning combination which capitalises on the odd position of the rook on h6.

20...fxe6 21 ♙xf8+ ♙xf8 22 ♖f2+ ♙e8

Naturally if 22...♙f5 then 23 g4 is bleak for Black.

23 ♖f7+ ♙d8 24 ♖xg7 ♙f5

If 24...♙g6 25 ♖f8+ ♖e8 26 ♙f7+ ♙d7 27 ♙e5+ ♙d8 28 ♙xg6 wins.

25 ♖f8+ ♖e8 26 ♙f7+ ♙d7 27 ♖xe8+

♙xe8 28 ♙xh6 ♙xh6 29 ♙f1 ♙e7 30 ♙d2 ♙f5 31 ♙f4 b5 32 ♙e2 ♙g3+ 33 ♙f3 ♙h5 34 g4

A touch of class. The king and pawn ending is winning for White if the rook is taken.

34...♙g7 35 h5 h6 36 g5 ½-½

The loss of a tempo should not deter Black from employing 5...♙c5, especially if White plays 6 ♖e2. After 6 d4 White can hope for a small edge but no more.

### Game 8

### Mallahi-Quintero

World Junior Championship 1999

1 e4 e5 2 ♙c3 ♙f6 3 f4 d5 4 fxe5 ♙xe4 5 ♙f3 ♙g4



The pin on the knight is a natural retort but it is hardly a threat to White's system.

6 ♖e2!

After 5 ♙f3 this queen move is still always likely in order to attack the knight. Mastrovasilis-Georgiadis, Korinthos 1999, saw the tame 6 d3 instead. Although Black went astray after 6...♙xc3 7 bxc3 ♙e7 8 d4 ♙c6?! (this move, blocking the c-pawn, is not a good idea, whereas 8...0-0 followed by ...c7-c5

offers Black equality) 9 ♖d3 0-0 10 0-0 f6 11 exf6 ♖xf6 12 h3 ♖e6 13 ♖e1 ♖e8 14 ♖g3 ♖h8 15 ♖g5 ♖g8 16 ♖xh7!, when the threat of ♖f7+ means the bishop is taboo and White is winning.

#### 6... ♖xc3

6... ♖c6?! allows a classic trick which continues to catch people out after 7 ♖xe4 ♖d4 (7... dxe4 8 ♖xe4 ♖d7 9 ♖b5 is good for White) 8 ♖d3! ♖xf3 9 ♖g3 and White is a piece up. Another way to exploit the pin is 6... ♖g5. The game Soetewey-Geenen, Brussels Zonal 1993, continued 7 d4 ♖e6 (7... ♖xf3+ 8 gxf3 ♖e6 9 ♖e3 ♖d7 and the position is level) 8 ♖e3 ♖c6 9 ♖f2 ♖e7 10 ♖e2 0-0 11 0-0 f6 12 exf6 ♖xf6 13 ♖ad1 ♖e7 14 ♖g3 ♖f5 15 ♖d3 ♖xd3 16 ♖xd3 ♖f5 17 ♖g4 with equal chances.

#### 7 dxc3

White prefers to open up the d-file and release the queen's bishop. However, 7 bxc3 is occasionally played and would be seen more often if Black were always to perform in a similar manner to Zeh-Sander, Baden Baden 1987. That entertaining game continued: 7... c6 8 h3 ♖h5 9 g4 ♖g6 10 ♖g2 ♖e7 11 0-0 ♖xc2? (grabbing the pawn loses too much time) 12 d3 ♖a4 13 ♖b1 ♖b5 14 c4 dxc4 15 dxc4 ♖a6 16 e6 0-0 17 ♖b2 ♖c8 18 ♖d4 ♖f6 19 ♖xf6 gxf6 20 e7 ♖e8 21 ♖f3 ♖xe7 22 ♖xf6 ♖e6 23 ♖xe6 1-0. The accepted way for Black to improve on this debacle is 7... c5 followed by ... ♖c6 and castling kingside.

#### 7... ♖c6

Both players were keen to put the pieces back in the box judging by the game Anand-Dorfman, Amsterdam 1990, which ended with 7... ♖d7 8 ♖f4 ♖a6 9 h3 ♖e6 10 ♖d4 ½-½.

8 ♖f4 ♖d7 9 0-0-0 0-0-0 10 ♖e3 h6!?



10... a6 would stop ♖b5, although 11 ♖c4 exerts pressure on the d-pawn.

#### 11 h3 ♖e6 12 ♖b5 ♖b8 13 c4!

A feature of this line is the common exercise of getting rid of the doubled c-pawn with a timely c3-c4. Now Black is in trouble due to the pins on the queen.

#### 13... ♖c8 14 cxd5 ♖xd5 15 c4 ♖e6 16 ♖xc6

Mallahi is on top, having wrecked Black's queenside pawns.

#### 16... bxc6 17 ♖d4 ♖d7 18 ♖f3 ♖e7 19 e6?!

An extravagant gesture. The simple 19 ♖xc6+ ♖xc6 20 ♖xc6 wins a pawn and 20... ♖f5 can be met with 21 ♖b5+ ♖a8 22 g3 maintaining White's advantage.

#### 19... fxe6 20 ♖xc6+ ♖xc6 21 ♖xc6 ♖b7 22 ♖xb7+ ♖xb7

*see following diagram*

White enters the ending with a some winning chances thanks to Black's weak isolated e-pawn.

#### 23 ♖c2 ♖h8 24 ♖e3 ♖f5 25 ♖xd8 ♖xd8 26 ♖d1 ♖g5 27 ♖g1 ♖e7 28 ♖e1 e5 29 g4 ♖f4 30 ♖xe5 ♖xc4+ 31 ♖d3 ♖c1 32 ♖e3 ♖d1+ 33 ♖e4 ♖f6 34 ♖b5+ ♖c6 35 ♖c5+ ♖b7 36 b3 ♖e1 37

♖f3 a6 38 ♚c2 ♚h1 39 ♔g2 ♚e1 40  
 ♖f2 ♚d1 41 ♔g3 ♚d7 42 ♖f4 c6 43  
 ♚d2 ♚d5 44 ♖f3 ♚c3 45 ♚e2 ♖f6 46  
 ♖e4 ♚d4+ 47 ♖f5 ♚d3 48 ♚e3 ♚d7 49  
 ♚e4 c5 50 ♔xh6! ♚d5+ 51 ♔g6 ♚d3  
 52 ♔xg7 ♔d8 53 ♖f6 1-0



The introduction of a quick ♚e2 is very effective against lines featuring 5...♔g4. White can expect to emerge from the opening with an initiative.

*Game 9*  
**Bronstein-Malaniuk**  
*Hastings 1995*

1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 fxe5  
 ♖xe4 5 d3



This signals the start of the Oxford

Variation. According to Harding this name apparently came into use after the strong English player Sir Stuart Milner-Barry played and analysed the line, which was then enthusiastically taken up by various Oxford University players such as Barden, Horseman and Persitz.

5...♖xc3

The sharp 5...♚h4+? and 5...♔b4 are considered in Games 15 and 16 respectively.

6 bxc3 d4

The most popular reply. Black stops his opponent from playing d3-d4 followed by ♔d3. 6...♖c6 is discussed in Game 14, while there are other lesser-known alternatives:

a) 6...♔e6 7 ♖f3 ♔e7 8 d4 0-0 9 ♔e3 c6 10 ♔d3 ♖d7 11 0-0 f6 12 exf6 ♖xf6 13 ♖g5 ♔g4 14 ♔xh7+! ♖xh7 (14...♚h8 15 ♚d3 wins) 15 ♔xf8+ ♚xf8 16 ♚xg4 ♔xg5 17 ♔xg5 ♖xg5 18 ♚xg5 gave White a material advantage in Antal-Cheparinov, Verdun 1995.

b) 6...♔e7 7 ♖f3 0-0 8 ♔e2 f6 9 0-0 ♖d7 10 exf6 ♖xf6 11 ♖d4? (11 ♚e1, intending ♚g3, is also possible) 11...♔c5 12 ♔g5 ♚e8 13 ♔xf6 ♚e3+ 14 ♚h1 ♔xf6 15 ♔xf6 gxf6 16 ♔g4 ♔xd4 17 ♔xc8 ♔xc3 18 ♚g4+ ♚h8 19 ♚d1 when Black's rook is temporarily cut off and this gave White compensation for the pawn in Wortel-Solleveld, Leiden 1999.

7 ♖f3 ♖c6

Black concentrates on developing, which is a popular way to counter White's opening choice. One of the differences with 7...c5 (see Games 12 and 13) is that here Black has the option of playing ...♔c5 in various lines. Although 7...♔xc3 is obvious, it is not necessarily



good:

a) 8 d4 ♖d5 9 ♙e2 ♙g4 10 0-0 ♙e7 11 ♖e1 0-0 12 ♖xc3 ♟c6 13 ♙e3 ♙ad8 14 ♙ab1 when White enjoyed a slight plus due to the threats of ♙b5 and ♙xb7 in Hoeckendorf-Gypser, Berlin 1998.

b) 8 ♙e2 ♙e7 9 0-0 ♙e6 10 ♖e1 ♟c6 (10...0-0? invites White to attack with 11 ♖g3!) 11 ♖xc3 (11 ♖g3? ♖d5 with the idea of castling queenside is good for Black) 11...0-0 12 ♙e3 f6 13 d4 with equality in Sax-Plaskett, Lugano 1986.



## 8 ♙e2

It can hardly do any harm for any player of the white pieces to follow the former world championship contender's example in the opening. The alternative 8 cxd4 is explored in Game 11, while it is also logical to defend the c-pawn with 8 ♙b2. Vescovi-Onischuk, Budapest 1993, continued 8...♙c5 9 cxd4 ♟xd4 10 c3 ♟xf3+ 11 ♖xf3 0-0 12 d4 ♙b6 13 ♙d3 c5 14 ♖e4 g6 15 0-0 ♙e6 16 ♟h1 cxd4 17 cxd4 ♖d5 18 ♖h4 ♙ad8 19 ♙f4 ♖a5 20 ♙d1 ♙d7 21 ♖h6 ♙d8 22 h4 f5 23 exf6 ♙xf6 24 ♙xf6 ♙xf6 25 d5? (25 ♙xg6! is a winner) 25...♙xb2 26 dxe6 ♙xd3 27 ♙f1 ♖d8 28 ♖f4 ♖e7 0-1. It would appear from this example that White should preserve the c-pawn, but I

am not so sure. An improvement for White still needs to be found on the stylish miniature Shaposhnikov-Korchnoi, Sochi 1958, where Black played the superior 8...♙g4. That game went 9 ♙e2 dxc3 10 ♙xc3 ♙c5 11 ♖d2 0-0 12 0-0 ♖d5 13 ♖f4 ♙e6 14 a4 ♙fd8 15 ♟d2 a5 16 ♙a1 ♟b4 17 ♟g5 ♟xc2 18 ♟xe6 ♖a2 0-1.

## 8...dxc3

8...♙c5 is considered in the next main game. Black played the quiet 8...♙e7 in Glavina-Paramos, Ibercája 1994, which continued 9 0-0 0-0 10 ♙f4 ♙e6 11 ♖e1 dxc3 12 ♖g3 ♟d4 13 ♟xd4 ♖xd4+ 14 ♙e3 ♖h4 15 ♖xh4 ♙xh4 16 ♙f3 c6 (Black has problems defending his pawns, as 16...♙fb8 is answered by 17 ♙d4 restoring the material balance) 17 ♙fb1 b6 18 ♙xc6 ♙ac8 19 ♙e4 ♙fd8 20 a4 when White enjoyed the slightly better ending.

## 9 d4

White instantly makes a bid for more space. 9 ♙e3 was seen in Spangenberg-Krogus, San Martin 1993, when Black achieved equality after 9...♙e7 10 0-0 ♟b4 11 ♙d4 ♟d5 12 ♖e1 0-0 13 ♙d1 ♙e6 14 ♙xc3 ♟xc3 15 ♖xc3.

## 9...♟b4

Malaniuk wants to install the knight on the central square d5. Martinidesz-Nievergelt, Geneva 1991, went instead 9...♙e6 10 0-0 ♙e7 11 a3 0-0 12 ♖d3 ♙d5 13 ♙e3 ♙b8 14 ♖xc3 when White has got his pawn back with equal chances.

## 10 a3

Bronstein encourages the knight to move because he wants to install a bishop on d3 without it being exchanged and more importantly ...♙f5 is a threat.

10...♖d5 11 0-0 ♗e7 12 ♗d3 c6 13  
♙b1 b6 14 ♗e1



This queen move is typical because it eyes up the c-pawn and prepares to jump to g3.

14...h6

Black is reluctant to castle kingside since most of White's pieces are pointed in that direction.

15 ♖h1 ♗e6 16 ♖g1

An interesting idea to round up the c-pawn with ♖e2.

16...♗h4 17 ♗e4 b5 18 ♖e2 ♙c8 19  
♗f3 ♗e7 20 ♗g3 ♗g5 21 ♗e4 0-0 22  
♙xc3

At last Black believes that it is safe enough to castle, but at the same time he jettisons the extra pawn which leaves a balanced position.

22...♙xc3 23 ♗xc3 ♗d5 24 ♗f5 ♙c7  
25 ♗e3 ♗xe3 26 ♗xe3 ♗g5 27 ♗f2 c5  
28 dxc5 ♙xc5 29 ♙be1 ♙c4 30 ♗e2 g6  
31 ♗d7 ♗e4 32 ♙xe4 ♗xe4 33 e6 ♗e7  
34 exf7+ ♙xf7 35 ♙xf7+ ♙xf7 36 ♙xf7  
♙xf7 37 ♙xb5 ♙xc2 38 ♗g1 ♗f6 39  
♗f2 ½-½

Although 8 ♗e2 is one of the lesser-known tries at White's disposal, Bronstein's seal of approval should encourage more players to follow his example.

*Game 10*  
**Polasek-Vrana**  
*Prague 1992*

1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 fxe5  
♙xe4 5 d3 ♙xc3 6 bxc3 d4 7 ♖f3  
♙c6 8 ♗e2 ♗c5



It looks like Black is poised to snatch a pawn without any worries. However, practical experience has shown that White has nothing to fear.

9 0-0 dxc3+ 10 ♖h1 0-0 11 ♗e1 ♖d4

This position has caused argument among analysts for years, but it is White who has enjoyed the better practical results.

12 ♗d1

In the game Traldi-Koenig, Parsippany 1999, White overlooked something drastic after 12 ♗xc3 ♗b6 13 ♗d1? ♙xf3 14 ♗xf3, when 14...♗d4 effectively ended the contest. A better way to handle this move order was revealed in Lukez-Hebden, Royan 1989, which continued 12...b6 13 ♗d2 ♗b7 14 ♗b2 ♗d7 15 ♗ae1 ♙xe2 16 ♗xe2 ♗g4 17 ♖g5 ♗ad8 18 h3 ♗a4 19 ♗f4 ♗xa2 20 ♗c3 ♗e7 21 ♗g4 (White reveals the start of an attack which remarkably continues

to the end of the game) 21...h5 22 ♖g3 ♗a4 23 ♙e4 ♙xe4 24 e6 ♙g6 25 exf7+ ♖xf7 26 ♖xg6 ♙f8 (26...♗h4? might have avoided the king chase) 27 ♙e5 c5 28 ♗g5 ♖xd3 29 ♖h6 ♖d1+ 30 ♗h2 ♗d7 31 ♖xh5 ♖f1 32 ♗h4 ♙d6 33 ♖h8+ ♗f7 34 ♗h5+ ♙e6 35 ♙f4+ ♗f6 36 ♖f8+ ♙xf8 37 ♙g5+ 1-0.



#### 12...f6

Vrana makes an effort to open lines as quickly as possible. Black has tried a variety of moves at this juncture. For example:

a) 12...a5 13 ♖b1 ♙xf3 14 ♙xf3 ♙d4 15 ♗g3 ♖a6 16 ♙g5 ♗e8 17 ♙f6 g6 18 ♗f4 ♙e3 19 ♗h4 (19 ♗xe3 ♖xf6 saves Black from any mating threats) 19...♖xf6 20 exf6 and White had a material advantage in Barash-Hebden, London 1987.

b) 12...♙xf3 13 ♙xf3 ♖e8 14 ♗g3 ♗d4 15 ♙h6 ♙f8 (15...♗xe5? 16 ♖ae1 wins) 16 ♖ae1 gave White an attacking initiative in Hartvig-Sorensen, Copenhagen 1996.

13 ♗xc3 ♙b6 14 a4 a5 15 ♙a3 ♖e8 16 exf6 ♗xf6 17 ♖b1

With the threat of ♖xb6 followed by ♗xd4.

17...♙a7

17...♖d8 has been suggested to secure

the knight, but 18 ♙d2 intending ♙c4 keeps White on top.

18 ♗xc7



White is a pawn up with the better development.

18...♙f5 19 c3 ♙e6 20 ♙b3 ♙xb3 21 ♖xb3 ♙e3 22 ♖e1 ♙g4 23 ♖e7

'There is nothing harder than winning a won game' runs the old saying. A rough translation in this instance means resisting tempting traps like 23 ♗c4+ to win a piece, when 23...♙h8 24 ♖xe8+ ♖xe8 25 ♗xg4 allows the shocking 25...♖e1+! 26 ♙xe1 ♗f1 mate.

23...♙f2+ 24 ♙g1 ♙xd3+ 25 ♙f1 ♖ac8 26 ♖xe8+ ♖xe8 27 ♗c4+ ♖e6 28 ♗xe6+ ♖xe6 29 ♖xb7

White is a pawn up and his pieces are more actively placed for the ending.

29...♙e3 30 ♖d7 ♙e5 31 ♖d5 ♙c4 32 ♙c5 ♙h6 33 ♙d4 ♖c6 34 ♙e5 ♙d2+ 35 ♙e2 ♖e6 36 ♖d8+ 1-0

It would seem that the gambit of the pawn on c3 has a bright future.

Game 11  
Biolek-Mokry  
Olomouc 1997

1 e4 e5 2 ♙c3 ♙f6 3 f4 d5 4 fxe5

**8...xe4 5 d3 6 xc3 6 bxc3 7 c6 7 f3  
d4 8 cxd4**

This is generally accepted as being the main line.



#### **8...b4+!**

An important in-between move that allows Black enough time to undermine the white centre. 8...dxd4 is still often seen, but it is to White's advantage. After 9 c3 dxf3 10 xf3 play might proceed:  
a) 10...wh4+ 11 g3 wg4 12 g2 wf3 13 xf3 de7 14 0-0 c6 15 b1 0-0 16 e1 e8 17 d4 and White went on to win in Zelic-Bubicic, Zadar 1996.

b) 10...de7 11 d4 c6 12 d3 de6 13 0-0 g5 14 b1 b8 15 a3 de7 16 xe7 xe7 (relinquishing the right to castle, but 16...xe7 is busted by 17 xc6+) 17 g3 gave White excellent attacking chances in Borak-G.David, Svetia 1994.

#### **9 d2 dxd2+ 10 wxd2 dxd4 11 c3**

Borak takes steps to build up his central pawns and the following sequence of moves has been played numerous times. However, a young Shirov tried 11 wf2 against Ozolinsh in Riga 1985, though he never experimented with it again after 11...c5 12 c3 dxf3+ 13 gxf3 we7 14 d4 0-0 15 g2 cxd4 16 cxd4 df5 17 0-0

Mac8 18 Mac1 Ma3 and Black went on to win.

#### **11...dxf3+ 12 gxf3**



#### **12...f6!**

A great deal has been written about this critical position. I believe that Mokry's treatment in this game is the best way forward for Black. The idea as usual is to undermine the central pawns, but by keeping the queens on the board Black ensures more attacking chances against White's relatively exposed king. In most sources 12...wh4+ is recommended and after 13 wf2 play might continue:

a) 13...wf2+ 14 wf2 0-0 15 f4 f6 16 de3 df5 17 d4 Mac8 18 dc4+ dh8 19 h1f1 c6 20 a4 a6 21 a5 gave White the better ending in Brifa-Abdulghafour, Moscow Olympiad 1994.

b) 13...wf4 14 wg3 we3+ 15 de2 df5 16 f4 we5! (16...wb6 saves a tempo) 17 d4 we6 18 g1 (18 wf2 is also possible) 18...0-0-0 19 we3 with equal chances in Antal-Mosna, Budapest 1996.

#### **13 f4**

In the game Fedchenko-Onischuk, Alushta 1994, White tried 13 0-0-0, but in the long-term his weakened pawn

structure was a cause for concern. That game went 13...fxe5 14 ♖e1 0-0 15 ♗xe5 ♖f6 16 d4 ♗f5 17 ♗c4+ ♖h8 18 ♖he1 ♗ad8 19 ♗d3 ♗xd3 20 ♖xd3 b6 21 ♖e3 h6 22 ♗e6 ♖f5 23 ♗e7, when White's initiative granted him level chances.

### 13...fxe5 14 fxe5 0-0

A number of games have seen 14...♖d5, when 15 ♗g1+ ♖xe5 gives Black a pawn for nothing. The correct response is 15 0-0, when 15...♖xh1 16 ♗g2 traps the queen because 16...♖h2 17 ♗c6+ wins, while 16...♖xd1+ 17 ♗xd1 is certainly no worse for White.

### 15 0-0-0 ♖e7 16 d4 c5

Mokry sticks with the standard formula of attacking the centre. After 16...♖a3+ the attack is feeble because there are not enough reinforcements after 17 ♖b1 ♗f5+ 18 ♖a1 ♗ad8 19 ♗g2 and White can even claim an edge.

### 17 ♗c4+ ♖h8 18 e6?!

The pawn is not going any further except off the board. 18 ♖he1 should be considered.

### 18...cxd4 19 ♖he1 ♖f6 20 ♖e2 dxc3 21 ♗c2

*see following diagram*

### 21...♗xe6!

A superb piece of judgement; Black had seen in advance that this piece sacrifice allows the queen's rook to join in a king hunt.

### 22 ♗xe6 ♖a3 23 ♖b1 ♗d8 24 ♗ed1 ♗xd1 25 ♗xd1 ♖b2+ 26 ♗d3 ♖xe2+ 0-1

Mokry's use of 12...f6 perfectly demonstrates the potential perils of an over-extended pawn formation. White should take solace in the alternative 13 0-0-0.



### Game 12

### Seret-Spassky

*French Championship 1990*

### 1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 fxe5 ♖xe4 5 d3 ♖xc3 6 bxc3 d4 7 ♖f3 c5

This position could also arise from the move order 6...c5 7 ♖f3 d4. The idea is straightforward enough in that the e-pawn supports its counterpart on d4.

### 8 ♗e2 dxc3

The former world champion decides to take the pawn. 8...♗e7 is the subject of the next game. Instead the game Sax-Ciocaltea, Vrnjacka Banja 1974, saw Black try 8...♖c6, when White continued with ♖e1-g3 with a classic mating attack, i.e. 9 0-0 ♗e7 10 ♖e1 0-0 11 ♖g3 ♖h8 (11...♗e8 12 c4 ♗e6 13 ♖g5 ♗f8 14 ♗h5 ♗e7 15 ♖xe6 fxe6 16 ♗g5 was winning for White in Noskov-Burgnies, Cappelle la Grande 1995) 12 ♖g5 (12 c4!? is interesting) 12...♗xg5 13 ♗xg5 ♖e8 14 ♗h5 dxc3 15 ♗ae1 ♖d4 16 ♗f6 ♗g8? (Black can save himself with 16...♖e6!, when 17 ♗h4 ♖d4 18 ♗f6 ♖e6 leads to a draw by repetition) 17 e6 ♗xe6 18 ♗xd4 cxd4 19 ♗xf7 ♖xf7 20 ♗xf7 ♗xf7 21 ♖f4 ♗xa2 22 ♖xd4 1-0.

9 0-0 ♖c6 10 ♙g5?!



A swashbuckling move that is destined to frighten the life out of Black. If White wants to be safe and sensible then 10 ♖e1 suggests itself, when 10...♙d4 11 ♙d1 is roughly equal.

10...♙xe5 11 ♙h5 ♙d4+ 12 ♙h1 ♙e7

The white attack has to be treated with respect because after 12...g6 White can maintain the initiative with 13 ♙f4! ♙d6 14 ♙xe5 ♙xe5 (14...♖xe5?? 15 ♙e1 wins) 15 ♙f3 ♖d5 16 ♙xe5 gxf5 17 ♖xf5.

13 ♙xf7

13 ♙xf7 is answered by 13...0-0! giving Black the advantage.

13...g6?!



Frankly, the only way to test the effec-

tiveness of White's aggressive action is to take the exchange with 13...♙xf7. After 14 ♙xf7+ ♙d8 15 ♙c4 ♙xg5 16 ♙xg5+ ♙c7 17 ♖f3 White has chances against the exposed king but probably not enough to justify the material deficit.

14 ♙f3! ♙xf3 15 ♖xf3 gxf5 16 ♙g5 ♙xg5 17 ♙e1+



17...♙d8

Not 17...♙e3? because 18 ♙f4 is wonderful for White after 18...♖d6 19 ♙xe3+ ♙d8 20 ♙f6 ♖d7 21 ♙f8+ ♙xf8 22 ♖xf8+ ♙c7 23 ♙e7, while 20...♙xd7 allows White to infiltrate by 21 ♙e7+ ♙c6 22 ♖h6+ ♙b5?! (Black should avoid a king chase by playing 22...♖d6 23 ♙e6 ♙ad8 with a level ending) 23 ♙xb7+ ♙a5 24 ♖c6 ♖b4! 25 ♙xb4 cxb4 26 a3 bxa3 27 ♖xc3+ ♙b6 28 ♖xa3 with the better chances.

18 ♖g3 ♙d7 19 ♖xg5+ ♙c7 20 ♙xd7+ ♖xd7 21 ♙e7 b6 22 ♙e5+ ♙c6 23 ♙xd7 ♙xd7 24 d4 ♙ae8 25 ♙d5+ ♙c7 26 h3 cxd4 27 ♖xd4 ♙e1+ 28 ♙h2 ♙he8 ½-½

Seret deserves ten out of ten for entertainment value, but the move 10 ♙g5 should be played sparingly. A suitable alternative is the suggested improvement of 10 ♖e1.

### Game 13 Kunte-Garbisu

*World Junior Championship 1993*

1 e4 e5 2 ♖c3 ♗f6 3 f4 d5 4 fxe5  
 ♗xe4 5 d3 ♗xc3 6 bxc3 d4 7 ♗f3 c5  
 8 ♗e2 ♗e7 9 0-0 0-0 10 ♖e1 f6

10...♗c6 should be considered transposing to the note to Black's 8th move in the previous game.



11 ♖g3 fxe5 12 ♗h6 ♗f6 13 ♗g5

Kunte piles on the pressure, but some commentators regard 13 ♗xe5 as an even better move. For instance, 13...♗xe5 14 ♖xe5 ♗f6 15 ♗xg7 ♗e6 16 ♖h5 ♖e7 17 ♗h6 wins for White, while after 13...♖e7 14 ♗f3 ♗h8 15 ♗ae1 gxf6 16 ♗d5 ♖g7 17 ♗xf6! White picks up too much material for Black to survive.

13...♖e7

13...♗h8? is awful because 14 ♗xg7+ ♗xg7 15 ♖h4 h6 16 ♗f7+ is an instant win.

14 ♗e4?!

A curious choice since 14 ♗f3 is pretty good for White. The game Beckers-Denkens, correspondence 1961, is an old but worthwhile example: 14...♗h8

15 ♗xh7 gxf6 16 ♗xf8 ♖xf8 17 ♗d5 ♗d7 18 ♖g6 ♖g7 19 ♖e8+ ♗f8 20 ♗xf6 1-0.

14...♗d7 15 ♗xf6+ ♗xf6 16 ♗f3 ♗d7 17 ♗ae1 ♗ae8? 1-0

Black resigned before White could play 18 ♗xe5, when 18...♖f7 19 ♗d5 wins easily.



A good example of how the ♖e1-g3 manoeuvre can help White to launch a kingside attack.

### Game 14 Gruettner-Kraus *Giessen 1991*

1 e4 e5 2 ♖c3 ♗f6 3 f4 d5 4 fxe5  
 ♗xe4 5 d3 ♗xc3 6 bxc3 ♗c6 7 ♗f3  
 ♗e7 8 d4

A consistent approach, taking advantage of the fact that Black has declined to play ...d5-d4. White has more space and can now deploy the bishop on d3, which will help the attack.

8...0-0 9 ♗d3 f6 10 exf6 ♗xf6 11 0-0 ♗g4 12 ♖e1

A characteristic queen move in this variation, heading for the g3-square in order to orchestrate an attack on the kingside.



12...We8 13 Wg3 Wd7 14 Af4 Ad8 15 Ae5 Aex5 16 Aex5 c6?

This is a fatal error. After the alternative 16...Axf1+ 17 Axf1 c6 18 c4 White is slightly better.

17 Axh7+ Axh7 18 Axf8 Ac8 19 Wd3+ Ah6 20 Ah8+ 1-0

It makes sense for Black to deprive his opponent of the chance to play Ad3. This explains why Black usually inserts ...c5-d4, stopping White from playing the freeing move d3-d4.

### Game 15

#### Klimenko-Navabi

World Junior Championship 1999

1 e4 e5 2 Ac3 Af6 3 f4 d5 4 fxe5 Ae4 5 d3 Wh4+?

If Black can resist anything but temptation then this is the move that he will play. The only slight snag is that the whole line has been analysed to a win for White.

6 g3 Axc3 7 Af3

The strongest continuation, and not 7 hxc3 Wxh1.

7...Wh5 8 Axd5!

A key move which busts Black's idea. Now 9 Axc7+ is a threat together with 9

Af4 Wh6 10 Ae2 and White wins. Occasionally 8 Ag1? is seen, but analysis by Keres reveals that Black emerges with a winning position after 8...Axf1 9 Ag5 Wh6 10 Axd5 Axc2! 11 Axc2 Wh4+ 12 Af1 Wxh2 13 Axc7+ Ad8 14 Axa8 Ah3+ 15 Ae1 h6.

8...Axc2 9 Axc7+ Ad8 10 Axa8



10...Ag4

It is not everyday that a teenager humiliates a grandmaster, but this was the case in the game Hon-Van der Sterren, London 1992. Here Black tried to bale out with 10...Ag4 but it proved insufficient after 11 Ag2 Ac6 12 d4! Axf3 13 Wxf3 Wxf3 14 Af3 Axd4 15 Ag5+ Ac8 16 O-O-O Ac5 17 Axh1 Ab8 18 b4 Ae6 19 bxc5 Axc5 20 Ad7 Axa8 21 Axb7 1-0.

11 Ag2 Ah4+ 12 Af1 Af2?

One could make a case that this is tantamount to resignation as it loses more material. Some older sources give 12...Ac6 as a way of offering hope for Black, but after 13 d4! Ag4 14 Ae3 Ac8 15 Axh1 White has a big advantage.

13 We1 Ah3 14 Axc4 Wxc4 15 Wxf2

The Australian has an extra piece and pawn which is more than enough to ensure victory.



15...♟g4 16 ♔d2 ♟c6 17 ♔c3 ♜e8 18 ♔xh3 ♟xh3+ 19 ♟g2 ♟f5+ 20 ♔g1 ♜e6 21 ♟f1 ♟h5 22 ♔h1 ♜h6 23 b4 ♔c8 24 d4 ♔b8 25 b5 ♟e7 26 ♔d2 g5 27 d5 ♟xd5 28 ♔xg5 ♟g6 29 ♟xf7 ♟e7 30 ♔xe7 ♟d1+ 31 ♟f1 ♔xg2 32 ♟xd1 ♟g8 33 ♔d8+ ♟xd8 34 ♔xd8 ♔xa8 1-0

A word of caution for White if Black plays 5...♟h4+: It is not correct etiquette to jump up on to the table and start celebrating your imminent victory! The critical move 8 ♟xd5! sends the whole line into oblivion.

*Game 16*  
**Antal-Lengyel**  
*Budapest 1998*

1 e4 e5 2 ♟c3 ♟f6 3 f4 d5 4 fxe5  
♟xe4 5 d3 ♔b4



A startling piece sacrifice that is normally played if Black is looking for a draw.

**6 dxe4 ♟h4+ 7 ♔e2 ♔xc3**

Lengyel takes away the defence of the e4-pawn. It is difficult for Black to summon up sufficient compensation with the alternatives:

a) 7...♟c6 (7...♔g4+ 8 ♟f3 ♟c6 trans-

poses) 8 ♟f3 ♔g4 9 ♟xd5 0-0-0 10 c3 ♔a5 (10...f5 11 exf6 ♜he8 12 cxb4! ♜xe4+ 13 ♔c3 ♟d4+ 14 ♟xd4 ♜xd4 15 ♟e7+ ♔b8 16 ♟f5 wins for White) 11 ♟e1 ♟d4+ 12 ♔d3 ♟xf3 13 ♟xh4 ♟xh4 14 ♔g5, as in Szilar-Daillet, Paris 1995.

b) 7...dxe4 8 g3! ♟h5+ 9 ♔f2 ♟xe5 10 ♔f4 ♟c5+ 11 ♔e3 ♟f5+ 12 ♔g2 and White had an extra piece in Braune-Rotgan, correspondence 1967.

**8 bxc3 ♔g4+ 9 ♟f3 dxe4 10 ♟d4**



The only move that deals with the problem of his exposed king and a potentially killer pin.

**10...f5?**

Black tries to take advantage of White's unusual set-up by opening up the position, but this is soon proved incorrect. Instead the continuation 10...♔h5 11 ♔e3 ♔xf3 12 gxf3 ♟e1+ 13 ♔f4 ♟h4+ ½-½ Porrasmaa-Tikkanen, Hoogetveen 1999, has been played numerous times, usually between friends who want a spectacular draw. In fact, 10...♔h5 was first played in a match between Steinitz and Blackburne in 1876 and even today people are finding new ways for White to avoid a repetition and keep the game going. For instance:

a) 11 ♖d2 and now:

a1) 11...♙xf3? 12 gxf3 ♖c6 13 ♖xe4 ♖f2+ 14 ♖d1 0-0-0+ 15 ♙d3 ♖xe5 16 ♙e3 ♖xd3 17 ♖f5+ ♖b8 18 ♙xf2 ♖xf2+ 19 ♙e2 ♖xh1 20 ♙xh1 with a big advantage for White in Rahman-Chatterjee, Calcutta 1994.

a2) 11...♖g4 12 h3 ♖f4+ (or 12...♖f5 13 ♖e1 ♖g5+ 14 ♖e3 ♖d8+, when White would be wise to take the draw) 13 ♙e1 ♖g3+ 14 ♖f2 ♖xf2+ 15 ♙xf2 exf3 16 gxf3 ♖d7 17 ♙d3 ♙g6 18 ♙a3 ♖b6 19 c4 0-0-0, when the wretched white pawn structure meant that Black held the advantage in Malo Guillen-Eslon, Cordoba 1995.

b) 11 ♙e3 ♙xf3 12 ♙b5+ c6 13 gxf3 ♖h6+! 14 ♙e2 (14 ♙xe4 ♖g6+ 15 ♙e3 cxb5 16 ♙a3 ♖c6 17 ♖d5 b4 is fine for Black) 14...♖h3 15 ♙e3 exf3+ 16 ♙d2 ♖g2+ 17 ♙f2 cxb5 18 ♙ag1 ♖c6 19 ♖e3 0-0-0+ 20 ♙c1 ♖h3 and Black was better in Bevort-Hooykaas, correspondence 1987.

11 exf6 ♖c6 12 ♖xe4+ ♙f7



The logic behind Lengyel's scheme to bring his rooks into play cannot be faulted. However, the extra piece tips the balance hugely in White's favour as he can wriggle out of the attack.

13 g3 ♖h5 14 ♙f2 gxf6 15 ♙e2 ♖he8 16 ♙g5+!

A clever way of simplifying matters and a prelude to a winning endgame.

16...♙xg5 17 ♖xh7+ ♖g7 18 ♖xg7+ ♙xg7 19 ♙xg4 1-0

This variation offers promising play but there is a real possibility of Black entering the drawing line with 10...♙h5 11 ♙e3 ♙xf3. White has tried several ways to avoid a repetition but nothing is particularly convincing.

*Game 17*  
**Depasquale-G.Charles**  
*Australian Open 1999*

1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 fxe5 ♖xe4 5 ♖f3



A favourite of Steinitz. This old move is designed to oust the knight from e4. 5 ♖e2 has gone out of fashion but should be considered if your opponent has a copy of the book *The Complete Vienna* by Tseitlin and Glazkov. They recommend the line 5...♖c6 6 ♖f3 ♙f5 7 ♖b5 a6 8 ♖xb7 ♖b4 9 ♖xe4 ♙xe4 10 ♖d4 ♙c5 11 ♖c6 ♖h4+ 12 g3 ♙f3 13 ♙d3 ♖xc2+ 14 ♙xc2 ♖c4 and Black is winning. The only snag is that 15 ♖xa8+ ♙d7 16 ♙f5

mate changes the assessment somewhat (my thanks to Stuart Barnett for pointing out this flaw). A possible improvement for Black is 7... ♖c5 after which Pedersen-Pinter, Teesside 1974, continued 8 d4 a6 9 ♖e2 ♖e6 10 ♖e3 ♖b4 11 ♖c1 c5 12 ♖f2 ♖c8 13 a3 ♖c6 14 ♖d1 cxd4 15 ♖xd4 ♖exd4 16 ♖xd4 ♖xd4 17 ♖xd4 ♖xc2 18 ♖d2 ♖b3 19 ♖xd5 ♖c1+ 20 ♖e2 and now 20... ♖c5! 21 ♖f6+ ♖e7 22 ♖g8+ ♖xg8 23 ♖h4+ g5 24 ♖xd8 gxf4 25 ♖xg8 ♖c4+ 26 ♖d2 ♖xf1 27 ♖xf1 ♖xf1 would have given Black a winning ending.

### 5... ♖xc3

The main alternative 5... ♖c6 is considered in the next illustrative game. Instead 5... f5 is not regarded very seriously by chess literature, but it is not so easy to dismiss.

6 d3 occurred in Alik-Piotr, World Junior Championship 1992, when 6... ♖xc3 7 bxc3 d4 8 ♖g3 (if 8 ♖d2 dxc3 9 ♖xc3 ♖b4! 10 ♖xb4 ♖h4+ 11 ♖f2 ♖xb4+ 12 ♖d2 ♖d4 wins a pawn) 8... ♖c6 9 ♖e2 ♖e6 10 ♖f3 ♖d7 11 ♖e2 dxc3 (not 11... ♖c5?! 12 ♖xc6 bxc6 13 ♖f2! 0-0-0 14 0-0 and White has the brighter prospects) 12 0-0 ♖c5+ 13 ♖h1 0-0-0 14 a4 ♖dg8 15 ♖b1 gave White a slight edge.

### 6 bxc3

White wishes to create a strong pawn centre by following up with d2-d4. 6 dxc3 is hardly ever played, as the advantage of opening up the d-file is counterbalanced by the fact that he needs to keep an eye on the e5-pawn. This didn't deter White in the game Day-T. Schmidt, Brantford 1999, which continued 6... ♖e7 (6... ♖c6, intending ...c7-c5 and ...♖c6 looks like a possible improve-

ment) 7 ♖f4 ♖e6 8 0-0-0 ♖d7 9 ♖g3 g5 10 ♖e3 c5 11 ♖f3 h6 12 h4 g4 13 ♖d2 ♖a5 14 a3 0-0-0 15 c4 d4 16 ♖f4 ♖b6 17 ♖e2 when the position was evenly balanced.



### 6... ♖e7

Keres shows that White is better after 6...c5 7 ♖b5+, i.e. 7... ♖d7 8 ♖xd7+ ♖xd7 9 ♖e2 ♖c6 10 d4 ♖e7 11 ♖g3. The idea of exchanging queens is not quite appropriate in this position. Erdei-Salinnikov, Budapest 1997, saw 7... ♖e4+. After 8 ♖xe4 dxe4 9 ♖g2 ♖f5 10 d4! ♖d7 11 ♖h3 f6 12 exf6 ♖xf6 13 0-0 ♖g6 14 ♖g5 0-0-0 15 ♖f4 ♖e7 16 ♖ae1 ♖f7 17 ♖xe4, when White won a pawn and soon afterwards the game.

### 7 d4 0-0

Black has managed to castle early but this is not an indication that he is clear of danger. 7...c5 was seen in Shaw-Parker, London 1995, with White retaining a slight edge in the middlegame after 13 ♖g5 ♖xg5 14 ♖xg5 ♖b8 15 ♖xg7 cxd4 16 ♖xd4 ♖xc3 17 ♖xe6 fxe6 18 ♖ab1. If Black is looking for something different then 7...b6 intending ...♖a6 is interesting.

### 8 ♖d3 f6 9 ♖h5

Depasquale is renowned for his ag-

gressive play so this line is perfect for his style. It had all been played before but no conclusive evidence has yet emerged on the value of the attack.

**9...g6 10 ♖xg6 hxg6 11 ♖xg6+ ♔h8**

White now has the pleasant choice between a perpetual check and trying to strengthen the attack. I was present at this game and was expecting a quick draw at this stage.



**12 ♖f3 ♖e8 13 ♖h6+ ♔g8 14 0-0 fxe5 15 ♖g5 ♖c6**

This novelty certainly gives White a difficult task. Tseitlin and Glazkov think the variation is good for White on the basis of some analysis by Harding. He looks at 15...♖f5 and after 16 ♖h4 concludes that White is better after 16...♖h7 17 ♖e6+ ♖f7 18 ♖xe7 ♖xe7 19 ♖c8+ ♖f8 20 ♖xf8+ ♖xf8 21 ♖xb7+ ♖d7 22 ♖xd5+, or 16...♖xc2 17 ♖e6+ ♖f7 18 ♖xe7 ♖xe7 19 ♖c8+ ♖h7 20 ♖xf7+ ♖xf7 21 ♖f1 ♖d7 22 ♖f8. The text develops a piece and more importantly takes away the chance for White to play ♖e6+ at some stage.

**16 dxe5?!**

It seems to me that 16 ♖xe5! is the right way to continue. The position is kept open and the immediate threat is 17

♖xc6 bxc6 18 ♖xe7 ♖xe7 19 ♖xc6. A sample line might be 16...♖xe5 17 dxe5 and now not 17...♖f5 which fails to 18 ♖f6 but the superior 17...♖xf1+ 18 ♖xf1 ♖f8 19 ♖xf8+ ♖xf8 20 ♖g6+ ♖g7 21 ♖e8+ with perpetual check.

**16...♖f7 17 ♖d4 ♖xg5?!**

Black hands back the initiative. A better idea is 17...♖g7, when White will have problems justifying the piece sacrifice.

**18 ♖xg5+ ♖g7 19 ♖xf8+ ♖xf8 20 ♖f1+ ♖g8 21 ♖h4 ♖e7?!**

The knight is heading for g6 but it makes more sense to go via e5 and pick up a pawn in the process. For instance, 21...♖xe5 22 ♖f5 ♖xf5 23 ♖xf5 ♖g6 24 ♖g4 ♖f8 25 ♖g4 ♖f6 26 h4 c6 27 h5, when Black has to hand back the piece but has chances of survival.



**22 e6!**

White effectively locks out Black's queenside pieces while providing support for the rook to invade the seventh rank. Black's cause is hopeless.

**22...c5 23 ♖f7 ♖xf7 24 exf7+ ♖xf7 25 ♖b5 ♖f5 26 ♖d6+ ♖e6 27 ♖xb7 ♖c8 28 ♖f4 ♖xc2 29 ♖d6+ ♖f7 30 ♖h6 ♖f5 31 ♖d6+**

Simple and effective. Those of you

who have computers will have noticed the quicker win with 31 ♖h7+ ♕f6 32 g4.

31... ♖d6 32 ♖xd6 ♔f5 33 ♖xd5+ ♔e6 34 ♖b7+ ♔f6 35 ♖xa7 ♔d8 36 ♖xc5 ♔d1+ 37 ♔f2 ♔d2+ 38 ♔g3 ♔xa2 39 h4 ♔a4 40 ♖g5+ ♔f7 41 h5 ♔c4 42 ♖g6+ ♔e7 43 ♖g7+ ♔d6 44 h6 ♖g4+ 45 ♖xg4 ♔xg4 46 ♔xg4 1-0

White has no worries against 5... ♖xc3 and can count on at least a draw in the main line.

*Game 18*  
**Koeniger-Maier**  
*Munich 1993*

1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 fxexd5 5 ♖f3 ♖c6



This is the best way to deal with 5 ♖f3.

6 ♔b5

The pin on the knight is necessary to prevent it from attacking the queen. If 6 ♖xe4 then 6... ♖d4 is excellent for White. For instance, a step back in time reveals:

a) 7 ♖d3 dxe4 8 ♖xc4 ♔e6 9 ♖a4+ c6 10 ♖e2 ♔c5 11 c3 b5 12 ♖d1 ♖h4+ 0-1 Englund-Cohn, Barmen 1905.

b) 7 ♖f4 dxe4 8 ♔c4 ♔f5 9 c3 g5 10 ♔xf7+ ♔xf7 11 ♖f2 e3 12 ♖f1 exd2+ 13 ♔d1 dxc1 ♖+ 14 ♔xc1 g4 15 b4 ♖g5+ 16 ♔d1 ♔d8 0-1 Boros-Lilienthal, Budapest 1933.

6... ♖xc3 7 bxc3

After 7 dxc3 Black can respond with 7... ♖h4+ followed by ... ♖e4+. In the game Toloza-Moyano, Santiago 1997, White captured the knight with 7 ♖xc3, but to move the king voluntarily is not a good idea, i.e. 7... ♖h4+ 8 ♔f1 (8 g3 ♖e4+ is shameful for White) 8... ♔d7 9 ♖f3 ♖h5 10 d4 0-0-0 with the better chances for Black.

7... ♖h4+ 8 g3 ♖e4+ 9 ♖xe4 dxe4 10 ♔xc6+

If 10 d4 then 10... exd4 11 cxd4 ♔d7 is good for Black because if White defends with 12 ♖f3 or 12 ♔f4, then Black replies with 12... ♖xe5 revealing an attack on the light-squared bishop.

10... bxc6



11 d4

11 ♖e2 has been tested without much success. The problem is that on an open board Black's pair of bishops are too powerful, while the pawn on e5 can be undermined and an eventual ...f7-f6 is usually in Black's favour. In Kazic-

Poljakov, Novi Sad 1945, Black tried to complete his development with 11...♗e7. That game went 12 ♖d4 ♗d7 13 ♙f1 0-0 14 ♙f4 c5 15 ♖b3 ♙ac8 16 ♙xe4 ♗f5 17 ♙e2 ♗xc2 18 d4 ♗d3 19 ♙f2 c4 20 ♗d2 f6 21 e6 ♗d6 22 d5 c6 and Black had the better chances.

11...exd3 12 cxd3 ♗f5

This position is assessed as being better for Black by Keres and this game does nothing to dent that assessment.



13 ♗e2 ♗d8 14 d4 ♗e7

14...c5 also looks good.

15 ♖f3 0-0 16 h3 ♗b8 17 g4 ♗e4 18 ♙g1 f6!

The prospect of opening up the f-file is appealing for Black, who can now attack the knight and try to get at the vulnerable, centralised king.

19 exf6 ♗xf6 20 ♖d2 ♗c2 21 ♖f3 c5

At last Black gets rid of his doubled c-pawn. White can only respond meekly to the situation as he is struggling to hold the position due to the rampaging bishops.

22 g5 ♗e7 23 ♖e5 cxd4 24 cxd4 ♗d6 25 ♗e3 ♗f5 26 ♖c4 ♗e7

A luxury move. 26...♗xh3 is playable but after 27 ♖xd6 Black has to worry about certain opposite-coloured bishop

endings.

27 h4 ♗b4 28 ♗ac1 ♗a4 29 a3 ♗e6 30 ♗d3 ♗b8 31 ♗c3 ♗b3!



A clever finish.

32 ♖e5 ♗f5+ 33 ♗d2 ♗b4 0-1

The general feeling is that 5...♖c6 is a fine antidote to 5 ♙f3. Black usually enters a favourable endgame where the pair of bishops guarantees at least a slight advantage.

### Game 19

#### Paglilla-Blatny

Buenos Aires 1998

1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 exd5!?

This rare line that is sometimes favoured by club players who want to avoid the main lines. It should only provide White with chances if Black quickly goes wrong or transposes into another opening.

4...♖xd5

This offers Black a sure route to equality. If 4...exf4 then 5 ♖f3 transposes to the King's Gambit which normally occurs after 1 e4 e5 2 f4 exf4 3 ♖f3 d5 4 exd5 ♖f6. I suspect that Black should steer clear of this because it requires a lot of work to understand the

complications and White is more likely to be aware of the latest moves. The other alternative is 4...e4 which once again transposes to a King's Gambit (actually the Falkbeer Counter-Gambit) which usually arises after 1 e4 e5 2 f4 d5 3 exd5 e4 4 ♖c3 ♖f6. Here too Black will need to learn reams of theory to cope with the various possibilities. The text avoids giving White any fun in simple fashion.

#### 5 ♖xd5

The exchange is a sign of White's paucity of options and can only herald a campaign for a draw against his highly-rated opponent. Then again, it is a brave man who ventures 5 fxe5. In the game Kennaugh-A.Smole, Velden 1995, White took this speculative option and after a brief king chase was rewarded with superior development: 5...♖xc3 6 bxc3 ♖h4+ 7 ♖e2 ♖e4+ 8 ♖f2 ♖xe5 9 ♖f3 ♖f6 10 d4 h6 11 ♖b5+ c6 12 ♖e1+ ♖d8 13 ♖c4 ♖d7 14 ♖g1 ♖b6 15 ♖b3 ♖g4 16 ♖d3 ♖xf3 17 ♖f1 ♖d6 18 ♖xf3 f6 19 c4 ♖d7 20 ♖d2 c5 21 c3 ♖d6 22 ♖e3 ♖c8 23 ♖d1 ♖e8 24 dxc5 ♖xc3 25 ♖xd6 ♖c6 26 ♖xd7+ 1-0. There have been a number of White victories like this, but Black should be able to improve with 7...♖g4+ aiming to rapidly develop his pieces to exploit the exposed king. Play might proceed 8 ♖f3 ♖c6 9 d4 0-0 and Black's chances are preferable.

#### 5... ♖xd5 6 fxe5

Instead 6 ♖e2 is a simplistic attempt to win a pawn but is more likely just to misplace the queen. After 6...♖c6 play might continue:

a) 7 ♖f3 ♖g4 8 fxe5 ♖d4 9 ♖d3 ♖xf3 10 gxf3 ♖xf3+ 11 ♖d1 ♖xd3 12 ♖xd3 ♖xe5 13 ♖e1 f6 gave White nothing

in return for his pawn deficit in Grigorian-Gretarsson, Copenhagen 1997.

b) 7 c3 ♖e7 8 ♖f3 ♖g4 9 fxe5 0-0! 10 d4 ♖h4+ 11 ♖d1 ♖xe5 and I had exploited the pins to achieve a winning position in D.James-Lane, Blackpool 1987.

#### 6... ♖e4+



The exclamation mark is merited in that Blatny avoids the obvious move, which leads to a dull position. In the game Paglilla-Servat, Buenos Aires 1995, Black tried 6... ♖xe5+, when 7 ♖e2 led to a quiet ending after 7... ♖xe2+ 8 ♖xe2 ♖d6 9 ♖f3 0-0 10 0-0 ♖c6 11 c3 ♖e8 12 ♖c4 ♖e6 13 ♖xe6 ♖xe6 14 d4 ♖e2 15 ♖f2 ♖ae8 16 ♖xe2 ♖xe2 17 ♖d2 f6 18 ♖e1 and a draw was soon agreed. The text is more crafty because now 7 ♖e2 is well answered by 7... ♖xc2.

#### 7 ♖e2 ♖g4 8 ♖f1

White gives up the right to castle but it would be difficult to find many volunteers for 8 ♖f3, when Black has a strong initiative after 8... ♖xf3 9 gxf3 ♖h4+ 10 ♖f1 ♖c5.

#### 8... ♖xe2+ 9 ♖xe2 ♖xc2 10 d4 ♖xe2+

Black enters the ending with the intention of playing for a win. The big differ-

ence when compared to the note to Black's 6th move is that in this case White has an obvious weakness. Black will castle queenside and find ways to undermine the central pawns.

11 ♖xe2 ♙c6 12 ♙f3 0-0-0 13 ♚d1 ♙b4

The knight heads for d5 where it blocks the progress of the d-pawn.

14 ♙g5 ♚e8 15 ♖f2 h6 16 ♙e3 ♙d5 17 ♙d2 ♙e7 18 ♚ac1 c6 19 ♚b1 ♚d8 20 b4



Paglilla is understandably unwilling to sit back and wait for Black to improve the position of his pieces. He therefore tries to advance his pawns on the queenside, but Black has adequate resources.

20...♙c7 21 a4 ♚d5 22 ♚dc1 a6

There is no way that Blatny will allow White any counterplay with b4-b5.

23 ♚b3 ♚hd8 24 ♙e3 ♖b8 25 ♚cb1 f5 26 ♙e2 g5

Black has tied up the white pieces to the defence of the d4-pawn and now embarks on a scheme to provoke matters on the kingside.

27 ♙e1 ♙e6 28 ♙c2 f4 29 ♙f2 g4 30 ♚e1 h5 31 g3 c5!

The key breakthrough which allows Black to infiltrate.

32 bxc5 ♙xc5 33 dxc5 ♚d2+ 34 ♙f1 ♚xc2 35 gxf4 ♚dd2 36 ♙g1 ♚c4 37 ♚eb1 ♚xf4+ 38 ♙e1 ♚g2 39 ♚xb7+ ♙c8 40 ♙e3 ♙h4+ 0-1

4...♙xd5 is a sound way of dealing with White's timid approach. Blatny's innovation of 6...♚e4+ is the best way for Black to seek an interesting middle-game.

### Game 20

### Maslachenko-Skatchkov

Orel 1996

1 e4 e5 2 ♙c3 ♙f6 3 f4 d5 4 d3

This passive response to bolster the centre was the height of fashion in the 1880s! Modern opinion is that Black can fully equalise if he avoids one or two traps.



4...exf4

A move recommended by Keres. Other possibilities are:

a) 4...dxe4 5 fxe5 ♙g4 6 ♙xe4 (6 d4!? is worthy of further study) 6...♙xe5 7 ♙e2 ♙c7 8 ♙f3 ♙bc6 9 ♙xe5 ♙xe5 10 0-0 0-0 11 d4 ♙d7 12 ♙c4 ♙f6 and chances were equal in A.Kessler-N.Stewart, Kettig 1994.

b) 4...d4?! 5 ♙ce2 (5 ♙b1 is also an



option) 5... ♗d6 6 ♖f3 ♖c6 7 g3 ♗g4 8 ♗g2 0-0 9 0-0 ♗e8 10 f5 is a typical example of how White can start a kingside pawn avalanche.

#### 5 ♗xf4

An obvious reply but probably not the best. 5 e5 is the adventurous choice, after which, if he is given a free reign, White will play d3-d4 before capturing on f4. The classic example Lombardy-Smyslov, Teesside 1975, demonstrates how Black should scupper his opponent's plans by inserting the annoying 5...d4. That game continued 6 ♖e2 ♖d5 7 ♖xf4 ♗b4+ 8 ♗f2 ♖c6 9 ♖f3 0-0 10 ♗e2 ♖e3 11 ♗xc3 dxc3+ 12 ♗xc3 (12 ♗g1 ♖xe5! 13 ♖xe5 ♗d4 leaves Black with an extra pawn) 12... ♗c5+ 13 d4 ♖xd4! 14 ♖xd4 ♗g5 15 c3 ♗xe5+ 16 ♗f3 ♗d8 17 g3 (17 ♗d2 g5 18 ♗ad1 ♗f6 19 g3 ♗c6 is better for Black) 17... ♗xd4 18 ♗g2 ♗f5 19 cxd4 ♗xd4 20 ♗e1 g5 21 ♗f3 ♗xe1 22 ♗hx1 gxf4 23 gxf4 ♗xf4 when Black had a won ending.

The best, if rather placid, response is 5 exd5, encouraging exchanges. Knox-W. Hartston, British Championship 1974, continued 5... ♖xd5 6 ♖xd5 ♗xd5 7 ♗xf4 ♗d6! 8 ♗xd6 ♗xd6 9 ♗d2 0-0 10 ♗e2 (10 ♖f3 ♗g4 11 ♗e2 ♗xf3 12 ♗xf3 ♗e8+ 13 ♗e2 ♖c6 gives Black a small edge) 10... ♗d4 11 0-0-0 ♖c6 12 ♖f3 ♗a4 13 ♗b1 ♗e6 14 b3 ♗a3 15 ♖g5 ♗fe8 16 ♗f3 ♖d4 17 ♗e4 h6 18 ♖f3 ♗ad8 when chances were equal.

#### 5... ♗b4 6 ♖f3?!

For the sake of a devious tactic White compromises his position. The idea is that Black will be tempted to win a pawn with 6...dxe4 7 dxe4 ♖xe4 which fails to 8 ♗xd8+ ♗xd8 9 0-0-0+! ♖d6 10 ♖d5 ♗c5 11 ♗g5+ f6 12 ♖xf6 h6 13 ♖e4+

hgx5 14 ♖xc5 and White wins. In the circumstances 6 exd5 suggests itself, after which play might continue 7 ♗d2 0-0 8 ♖xd5 ♗e8+ 9 ♗e2 ♗xd5 10 ♖f3 ♗xd2+ 11 ♗xd2 ♖c6 12 c3 ♖e5, when I favour Black thanks to the space advantage.

#### 6... 0-0



If 6...d4 then 7 a3 dxc3 8 axb4 cxb2 9 ♗b1 followed by taking on b2 is fine for White.

#### 7 e5?!

White wants to cement his pawns on e5 and d4 but things are never that easy. However, the alternative 7 exd5 lacks any appeal now that the queen's knight is pinned. For instance, 7... ♖xd5 8 ♗d2 ♗e8+ 9 ♗e2 ♗xc3 10 bxc3 ♗e7 gives Black the advantage because the pressure on the e-file will make it awkward for White to castle.

#### 7...d4!

The right way to deal a blow to White's ambitions.

#### 8 a3 dxc3 9 axb4 ♖d5

This is the difference compared to the note after Black's 6th move. The knight swoops in to give White a real headache in his attempt to restore material equality.

#### 10 ♗g5 f6 11 exf6 ♗e8+

Of course, 11...cxb2? is rather embar-

passing after 12 f7+, when it is White who can look forward to victory.

**12 ♖f2 cxb2 13 ♖a3**

An unfortunate compromise. 13 ♖b1 would be nice but 13...♙c3 is fatal.

**13...♙xf6 14 ♖xf6 ♖xf6 15 ♖b3 ♙c6**



**16 d4**

Maslachenko would no doubt have preferred to play 16 ♖xb2, but that is dealt a severe blow after 16...♙c5! leading to more consternation for the white king after 17 ♖b1 ♖d4+ 18 ♙e1 ♖c6+ 19 ♙c2 ♖g4 and Black's happy choices include taking on g2 or b4.

**16...♙g4 17 ♙e2 ♖h5 18 h3 ♖xf3 19 ♖xf3 ♖h4+ 20 g3 ♖xd4+**

The game is effectively over. Skatchkov has been rewarded for his enterprising play with two extra pawns.

**21 ♙g2 ♖af8 22 h4 ♙h8 23 ♖xc6 ♖f2+ 24 ♙h3 ♖xc6 25 ♖xb2 ♖f6 26 ♖b3 ♖c4 27 ♖h2 ♖e6+ 28 ♙g2 ♖e4+ 0-1**

### Summary

If White plays 3 f4 it is necessary to play one of the main lines because the early alternatives explored in Games 19 and 20 are promising for Black. I am not convinced by the merits of 5 ♖f3 and Games 17 and 18 do little to change such a view. 5 d3 is a good way of tempting Black to go wrong which is clearly illustrated in Game 15. The most important response is 5... ♖xc3 followed by a fight for control of the centre. Black seems to be doing fine and Games 9-11 are encouraging.

The main line 5 ♖f3 is the positional approach and in general White has had some success from this position. The main problem is that after 5... ♗e7 it is hard to prove any advantage with either 6 ♖e2 (Games 1 and 2) or 6 d4 (Games 3 and 4).

1 e4 e5 2 ♖c3 ♖f6 3 f4 d5 4 fxе5

4 exd5 – Game 19; 4 d3 – Game 20

4... ♖xe4 5 ♖f3

5 d3

5... ♖xc3 6 bxc3 (D)

6... d4 7 ♖f3

7... ♖c6

8 ♗e2; 8... dxc3 – Game 9; 8... ♗c5 – Game 10

8 cxd4 – Game 11

7... c5 8 ♗e2; 8... dxc3 – Game 12; 8... ♗e7 – Game 13

6... ♖c6 – Game 14

5... ♖h4+ – Game 15; 5... ♗b4 – Game 16

5 ♖f3; 5... ♖xc3 – Game 17; 5... ♖c6 – Game 18

5... ♗e7 (D)

5... ♖c6 – Game 5; 5... ♗b4 – Game 6; 5... ♗c5 – Game 7; 5... ♗g4 – Game 8

6 ♖e2

6 d4 (D); 6... f5 – Game 3; 6... 0-0 – Game 4

6... ♖xc3

6... ♗g5 – Game 2

7 dxc3 – Game 1



6 bxc3



5... ♗e7



6 d4

## CHAPTER TWO

2...♞f6 3 ♞c4 ♞xe4



1 e4 e5 2 ♞c3 ♞f6 3 ♞c4 ♞xe4

If instead of 3 f4 White opts for 3 ♞c4, Black has several ways to continue, as we shall see over the next four chapters. The most straightforward of these is 3...♞xe4, offering the knight as a simplifying device. In fact, this move invites wild complications and can lead to sharp variations and entertaining games, as we shall see in this chapter.

This idea was first extensively analysed in 1907 by Hamlish, Marco and Wolf in *Wiener Schachzeitung* and soon attracted a lot of attention, featuring in many international tournament games. The upshot of all this was Spielmann's conclusion 'That 3 ♞c4 accomplishes nothing is shown in all textbooks. Black temporarily sacrifices a knight and obtains a sufficiently even game.' This statement has been taken by some commentators as gospel truth, but in fact things are not so easy for Black. After the sequence 4 ♞h5 ♞d6 5 ♞b3 ♞c6 6 ♞b5 g6 7 ♞f3 f5 8 ♞d5 we enter the fantastically complicated variations of the wonderfully named *Franstein-Dracula Variation*.

Games 21-24 are devoted to a survey on this line and are essential reading for Black if he wishes to survive the opening after 3...♞xe4.

Black is more or less forced to enter the complications of 5...♞c6, as 5...♞e7 leads to a passive game. Liiva gives an excellent example of how to conduct an attack straight from the opening in Game 25 with Black surrendering after only 19 moves, while Rogers shows how to restore the material balance and preserve an initiative in Game 26. Finally, in Game 27 one of the world's top players is reduced to accepting a draw because White can dictate the course of the game if he wishes with 5 ♞xe5+.

### Game 21 Kaidanov-Bareev Lvov 1987

1 e4 e5 2 ♞c3 ♞f6 3 ♞c4 ♞xe4 4 ♞h5

The advance of the queen is considered the most challenging continuation. White cheekily threatens checkmate in one move in order that Black will be

obliged to compromise his position. Other moves are less than convincing:

a) 4 ♗xf7+ looks good at first glance because Black is prevented from castling. However, practice has shown that the black king is quite safe and White has nothing. For instance, 5 ♕xe4 d5 (5...♕c6 6 ♗f3+ ♖g8?? 7 ♕g5 is decisive due to the twin threats of ♗d5 and ♗f7) 6 ♗h5+ ♖g8 7 ♕g3 ♕c6 8 d3 g6 9 ♗d1 ♗g7 10 ♕f3 h6 with equal chances in C.Renner-J.Schwarz, Waldshut 1991.

b) In the game Moraru-Vajda, Romanian League 1994, White tried 4 ♕xe4, but this allowed Black a trouble-free opening after 4...d5 5 ♗d3 dxe4 6 ♗xe4 ♕d7 7 d3 ♕f6 8 ♗f3 ♗c5 9 ♗e3 ♗xe3 10 fxe3 c6 11 ♗e2 0-0 and if anyone has an edge it is Black thanks to his smooth development.

c) A spirited attempt to play for tactics is achieved after 4 ♕f3, transposing to the Boden-Kieseritsky Gambit. However, after 4...♕xc3 5 dxc3 f6 6 ♕h4 g6 7 0-0 ♗e7 8 ♗e3 d6 9 f4 ♗h6 10 ♗f3 e4 11 ♗e2 f5 12 g3 ♕c6 White had insufficient compensation for the pawn in F.Costa-R.Camejo, Porto 1998.



4...♕d6 5 ♗b3

The bishop retreats but maintains the

pressure on f7. The drawish 5 ♗xe5+ is considered in Game 27.

5...♕c6

The main alternative 5...♗e7 is the subject of Games 25 and 26. Alternatively, 5...g6! is worth consideration as it does have the merit of bypassing White's onslaught by forcing an exchange of queens. In E.Tønning-R.Pokorna, Danish Junior Championship 1997, White continued 6 ♗xe5+ ♗e7 7 d4! ♕c6 8 ♗xc7+ ♗xe7 9 ♕d5 ♗d8 10 ♕f3 ♕f5 11 c3 d6 12 ♗g5 with an edge. I prefer 10 ♗f4!, offering to gambit a pawn in return for rapid development, e.g. 10...♕xd4 11 0-0-0 ♕e6 12 ♗e5 0-0 13 ♕xc7 ♗xc7 14 ♗xd6, when White has regained the pawn and maintained the initiative.



6 ♕b5

In the 1970s the respected author Tim Harding dubbed this line the 'Frankenstein-Dracula Variation'. He jokingly argued that if Frankenstein and Count Dracula were to sit down to play a game they would be well suited to such a wild line involving a sacrifice of the rook in the corner.

6...g6

The rook sacrifice 6...♗e7? is prema-

ture and favours White after 8 ♖xc7+ ♜d8 9 ♜xa8 b6 10 ♜xb6 axb6 11 d3 ♙b7 12 ♙e3.

### 7 ♖f3 f5

It is easy for Black to go wrong here. 7...♙f5 has also been tried, but after 8 ♖d5 White emerges with the better game after 8...♙h6 9 d3 d6 10 ♙xh6 ♙e6 11 ♖f3 ♙xh6 12 ♙xe6 fxe6 13 ♖h3, when the pawn on e6 and the bishop on h6 are under attack.

### 8 ♖d5 ♖e7

The most popular reply. 8...♖f6 is discussed in Game 24.

### 9 ♖xc7+ ♜d8 10 ♜xa8 b6



This is the starting point of the Frankenstein-Dracula Variation, which leads to very complicated play. The knight on a8 is trapped so it is only really an exchange sacrifice and Black will count on his lead in development to chase the white queen.

### 11 ♜xb6

White makes clear his intention to grab whatever material is offered before worrying about a defence, which is probably a good idea in the circumstances. The main alternative 11 d3 is seen in Games 22 and 23, while White has also dabbled with a few other moves:

a) 11 ♖f3 ♙b7 12 ♖h3 (perhaps 12 d3?) 12...♙d4 13 c3 ♙g7 14 ♙d1 ♙e6 15 d3 ♙xa8 16 ♙e2 f4 17 ♙f1 ♙g5 18 ♖h4 ♙f5 0-1 R.Bott-De Coverly, London 1988.

b) 11 a4 ♙b7 12 a5 ♙d4 13 ♖xb7 ♙xb7 14 axb6 a5 15 ♙e2 ♙xb3 16 cxb3 f4 and Black is better since the white pieces lack harmony.

c) 11 ♙f3 ♙b7 12 d4 ♙xd4 13 ♙g5 ♙xf3+ 14 ♖xf3 ♖xg5 15 ♙d5 ♙a6 16 ♖b3 e4! 17 ♖a4 ♙h6 18 ♖xa6 (another piece is added to the war chest but the vulnerable white king decides matters) 18...♖d2+ 19 ♙f1 e3 20 fxe3 ♖xd5 21 ♖xa7 ♙c4 22 ♙xb6 ♙xe3+ 23 ♙e2 ♖xg2+ 24 ♙d3 ♖xc2+ 25 ♙d4 ♙g7+ 26 ♙xe3 ♙e8+ 0-1 Suder-Tkaczkyk, correspondence 1992.

### 11...axb6 12 d3

Kaidanov sensibly opens the diagonal for the bishop. In practice it is a good idea to keep the white queen active. Other moves allow Black a good attack:

a) Varga-B.Lalic, Medulin 1997, went 12 ♖f3 ♙b7 13 ♖d1 ♙d4 14 ♙f1 f4 (I prefer the immediate 14...♖g5) 15 f3 e4 16 d3 exf3 17 gxf3 ♙h6 18 c3 ♙4f5 19 ♖e2 ♖f6 20 ♖f2 ♙c7 21 ♙d2 ♙g5 22 h4 ♙g3+ 23 ♙g2 ♙xh4 24 ♙xf4 ♙xh1 25 ♙xd6+ ♙xd6 26 ♖xb6+ ♙c6 27 ♙xh1 ♙e8 28 d4 ♙f2 29 ♖b4+ ♙c7 30 ♖a5+ ♙b7 31 ♖b4+ ♙c7 32 ♖a5+ ♙b7 33 ♖b4+ ♙c7 ½-½.

b) An unusual approach was adopted in Ma-Timmerman, Dieren 1998, when White carried on developing with 12 ♙e2 and allowed his queen to be chased around the board after 12...♙b7 13 ♖d3 ♙g7 14 ♖e3 ♙c7 15 f4 ♙e8 16 0-0 g5 17 fxg5 f4 18 ♖h3 ♙e4 19 d4 d6 20 c3 and White is better. I strongly suspect

that Black can improve on this performance.

12...♗b7 13 ♖f3 ♕d4 14 ♖h3



14...h5!?

Bareev intends to keep the white queen under a tight rein by restricting its movement. There are three other critical choices:

a) 14...e4 15 ♗e3 exd3 16 0-0-0 ♕xc2 17 ♗xb6+ ♖e8 18 ♖f3 ♗e4 19 ♗d2 ♗g7 20 ♕e1 ♗xb2+! 21 ♖d1 ♕e1 22 ♗xe1 ♗c3 gave Black good chances in Buchnisek-Killar, correspondence 1989. However, an old piece of analysis by Keres suggests that 19 ♖h4 is an improvement as after 19...♖xh4 20 ♕xh4 White has a better ending.

b) 14...f4 15 ♗d2 h5 16 0-0-0 g5 17 f3 ♗h7 18 g4?! (18 ♗b4 deserves consideration) 18...hxg4 19 ♖xg4 ♗h4 20 ♖g2 g4 when Black had active play for the sacrificed material in J.Dobos-Zude, Wiesbaden 1990.

c) 14...g5 15 ♗e3 (perhaps 15 c3 ♕e6 16 ♗xe6 dxe6 17 ♕e2 followed by ♖e3 with an edge for White) 15...h5 16 ♗xd4 exd4+ 17 ♖f1 g4 18 ♖g3 h4 19 ♖f4 h3! is another way to use the power of light-squared bishop and results in double-edged play.

15 f3 f4 16 ♗d2 ♗g7?

16...g5 to attack the queen and probe for weaknesses looks more consistent. For instance, 17 0-0-0 ♖g7 18 g4 leads to complications in White's favour.

17 0-0-0 ♕f6 18 ♗e1 ♗c7

Once more 18...g5 should be considered.

19 ♕e2



Kaidanov considers White better.

19...♗xb3+ 20 axb3 ♖d6 21 ♕c3 ♕d4 22 ♕e4 ♗a8 23 ♗c3 ♗xe4 24 fxg4 f3 25 ♗xd4 ♖b4

25...♗h6+ to push the king into the corner is unconvincing after 26 ♖b1 fxg2 27 ♗xe5 ♖xe5 28 ♖xg2 and White is winning.

26 ♗xb6+ ♖xb6 27 ♖b1 ♖a5 28 c3 ♖a2+ 29 ♗c2 ♗a3 30 ♗a1 1-0

11 ♕xb6 secures a long-term material advantage and it is up to Black to prove he has enough compensation. Kaidanov cleverly demonstrates how White can put a stop to Black's attacking prospects.

*Game 22*  
**Shabalov-Parker**  
*London 1994*

1 e4 e5 2 ♕c3 ♕f6 3 ♗c4 ♕xe4 4 ♖h3

♠d6 5 ♠b3 ♠c6 6 ♠b5 g6 7 ♠f3 f5 8  
 ♠d5 ♠e7 9 ♠xc7+ ♠d8 10 ♠xa8 b6  
 11 d3

It makes sense to try and catch up on development by preparing to move the bishop, though I prefer 11 ♠xb6, as in the previous game.

11...♠b7 12 h4

In view of the threat of ...♠d4 White takes steps to provide one of his own by preparing to pin the queen with 12 ♠g5.

12...h6



This looks simple but it does effectively cut out the option of ♠g5. In some cases Black may wish to advance the d- or e-pawn, so the text presents more options than 12...f4, as in the next main game. Finally, in Mosionzhik-Karacharova, USSR 1964, Black tried to parry the pin with 12...♠g7, but the exchange of pieces favoured White after 13 ♠g5 ♠f6 14 ♠xf6 ♠xf6 15 ♠f3 ♠d4 16 ♠h3 ♠xa8 17 0-0-0 e4 18 dxe4 ♠xe4 19 ♠e3 ♠xb3+ 20 axb3 ♠e8 21 ♠f3 ♠c5 22 ♠f4 ♠c8 23 ♠he1 ♠e4 24 ♠g5 and White had the initiative and extra material.

13 ♠xb6

Shabalov takes the opportunity to add a pawn to his collection. There has been

some debate over whether White should in fact save time with the immediate 13 ♠f3, with mixed results. After 13...♠d4 play might proceed:

a) 14 ♠g3! f4! 15 ♠xg6 ♠h7 16 ♠h5 ♠xg2 17 c3 e4 18 cxd4 exd3+ 19 ♠e5 ♠xh1 and Black went on to win in P.Burke-M.Clarke, correspondence 1979.

b) 14 ♠h3 ♠g7 (if 14...f4 then 15 e3 with the plan of ♠d2 and 0-0-0, securing an advantage) 15 c3 ♠e8 16 cxd4 (16 ♠d2 is a safer approach) 16...exd4+ 17 ♠d1 ♠e1+ 18 ♠c2 ♠xf2+ 19 ♠d2 ♠e3 20 ♠h2 ♠xd3 21 ♠d1 ♠xd2+ 22 ♠xd2 ♠f1 23 ♠d1 d3+ 24 ♠xd3 ♠f2+ 25 ♠d1 ♠f1+ 26 ♠c2 ♠f2+ 27 ♠d1 ♠f1+ 28 ♠c2 ♠f2+ ½-½ Suder-Krajewicz, correspondence 1992.

13...axb6 14 ♠f3 ♠g7

In the game T.Laesson-N.Starr, Yerevan Olympiad 1996, Black played 14...♠d4 and after 15 ♠h3 White had found the safest square for the queen. The direct attack was then repelled after 15...e4 16 ♠e3! exd3 17 0-0-0 ♠xb3+ 18 cxb3 ♠a6 19 ♠xb6+ ♠c8 20 ♠xd3, when White had guaranteed the safety of the king and maintained a material advantage.

15 ♠h3 e4 16 ♠e2

It is important that the e-file is blocked to stop the black queen from penetrating the king's fortress. White must be prepared for a protracted and tough defence, but it will be worth it if he can hang on to his extra material.

16...exd3 17 cxd3 ♠e8 18 ♠d1

*see following diagram*

18...f4

If 18...♠d4 then White soon wriggles out of the pin on the e-file after 19 ♠e3



♕xe2 20 ♗xe2 f4 21 ♗xb6+ ♖c8 22 ♗c1+ ♖b8 23 ♗c2, when Black can resign.



19 ♗xf4 ♕f5 20 0-0 ♕xh4 21 ♖c3 ♕d4 22 ♕e4 ♗xe4 23 dxe4 g5 24 ♗g3 ♖xe4 25 ♗c1

The open position suits White who can now go on the offensive.

25...♗e6 26 ♗g4 ♕hf5 27 ♗c7+ ♖e7 28 ♗xb6 h5 29 ♗xh5 ♖f4 30 ♖a3+ ♕d6 31 ♗ce1 ♗e5 32 g3 ♖d2 33 ♖a8 1-0

The line with 12...h6 seems insufficient for Black.

*Game 23*  
**Wibe-Bryson**  
*Correspondence 1985*

1 e4 e5 2 ♖c3 ♕f6 3 ♗c4 ♕xe4 4 ♖h5 ♕d6 5 ♗b3 ♕c6 6 ♖b5 g6 7 ♖f3 f5 8 ♖d5 ♖e7 9 ♖xc7+ ♖d8 10 ♕xa8 b6 11 d3 ♗b7 12 h4 f4

The path of bishop is blocked, but this concession allows White to shield his queen by manoeuvring it to the g4-square.

13 ♖f3 ♗h6

A crafty move which sets a little trap. At this stage of the game both players

have to be very accurate to avoid a calamity. After the major alternative 13...♕d4 14 ♖g4 ♗h6 15 ♕h3 Black has two main tries:

a) 15...♗f8 16 ♗d2 ♕e7 17 ♕g5 ♗f5 18 ♕f3 ♕f6 19 ♖h3 ♕xb3 20 axb3 e4 (with dangerous threats according to Tseitlin and Glazkov) 21 0-0! (Nunn's suggested improvement and analysis changes the assessment of the line) 21...exf3 22 ♗xa7 ♗c6 23 ♕xb6 fxg2 24 ♗e1 when Black can go home.

b) 15...♕d6f5 16 ♕g5 ♗xg5 17 hxg5 f3 18 g3 e4 19 ♗c3 ♕xe3 20 fxe3 f2+ 21 ♖f1 ♕f3 22 ♖f4 d6 23 ♖f6 gave White a superior ending in J.Nielsen-R.Altshuler, correspondence 1965.



14 ♖g4?

An understandable mistake which is motivated by a desire to transpose back into the note to Black's 13th move. However, it will soon transpire that this move, volunteering to move the queen before it has come under direct attack, is a waste of valuable time. This position has come under intense scrutiny with various analysts recommending 14 ♕e2, 14 ♗d2 and 14 ♗d5. The latter is in my opinion the best practical choice. For instance, 14...♗xa8 (14...♕d4 15 ♗xb7

Qxf3+ 16 Bxf3 is delightfully unclear) 15 Bg4! Bf8 16 Qe2! e4 17 Bxc6 Bxc6 18 O-O e3 19 fxe3 fxe3 20 Bxf8+ Bxf8 21 Bg3 and I concur with Nunn's assessment that White is better.

**14...e4! 15 Bxf4**

It would take a brave man to try 15 Qe2, when Black easily finds a way through White's flimsy defence after 15...exd3 16 cxd3 Qe5 17 Bb3 f3! 18 gxf3 Bxc1 19 Bxc1 Qxd3+ 20 Qf1 Qxc1 21 Qxc1 Bxa8. Here Black has the upper hand thanks to his strong bishop and safer king.

**15...exd3+ 16 Qf1**

The king can try to hide with 16 Qd1, but 16...Qe4! 17 Qh3 Qe5 is a strong riposte.

**16...Bxf4 17 Bxf4 Bf8**



**18 Bg3**

An amusing position has arisen where White could have deposited his queen on any square and still been in trouble. Nunn provides the following examples:

a) 18 Bc1 d2! 19 Bd1 Ba6+ 20 Qe2 Bxc3 21 Qg1 Bxf2 and wins.

b) 18 Bg4 Qe4 19 Qf3 Qe5 20 Qxe5 Bxc5 21 Qg1 Bf4 22 Bd1 Qxf2 23 Bc1 Bxc5 24 Bxc3 Qxh1+ 25 Bxc5 bxc5 26 Qxh1 Bxh4+ 27 Qg1 Bg4 with a big

advantage to Black.

c) 18 Ba4 b5! 19 Ba3 b4 20 Ba4 Bxf2+ 21 Qxf2 Qe4+ 22 Qe3 Bxc5+! 23 Qxe4 Bxd4+ 24 Qf3 Qe7+ and White will be mated.

I think you get the idea so we will stop at this point.

**18...Qe4 19 Bc7+ Qe8**



**20 Qf3**

One of the main reasons why this line has become popular in recent years is the well publicised game Ost Hansen-Nunn, Teesside 1974, where White tried to fend off the onslaught with 20 Qh3. Black then triumphed in some style after 20...Qxf2 21 Qxf2 Bxe2+ 22 Qg1 Bxf2+ (22...Bc3! leads to a quicker win) 23 Qh2 Bxh4+ 24 Qg1 Bxd4+ 25 Qh2 Qe5 26 Bhf1 Qg4+ 27 Qg3 Bxc3+ 28 Qxg4 h5+ 29 Qh4 g5+ 30 Qxh5 Bxh8+ 31 Qg6 Qe4+ 32 Bf5 Qxf5+ 33 Qxf5 Bf8+ 34 Qg6 Bxe4+ 35 Qg7 Bc7+ 36 Qg6 Bf6+ 37 Qh5 Bxh8+ 38 Qg4 Bxh4 mate. The mystery is why in a correspondence game Wibe chose to try and establish an improvement once the raging Black attack was already in full swing, rather than try something else on move 14?

**20...Bc5 21 Qg1 Bxf3**

Dolmatov points out the obvious con-

tinuation 21...♞xf2+ is also winning after 22 ♖h2 ♞xf3. For instance, 23 cxd3 ♞f4 is conclusive.

**22 ♜h2 ♞h5 23 ♞hf1 ♟d4 24 ♞ae1 d2 0-1**

Wibe fell into the trap of assuming his opponent would kindly transpose into a standard line. The Frankenstein-Dracula Variation demands accurate calculation, otherwise every move is a potential hazard for both players.

### Game 24

**Sikora Lerch-Biolek**

*Moravia 1997*

**1 e4 ♟f6 2 ♟c3 e5 3 ♜c4 ♟xe4 4 ♞h5 ♟d6 5 ♜b3 ♟c6 6 ♟b5 g6 7 ♞f3 f5 8 ♞d5 ♞f6?!**



The queen defends f7, but White can still take the rook. I believe that the text is inferior to the normal 8...♞f6 because in some crucial lines the queen is slightly misplaced which costs time.

**9 ♟xc7+ ♜d8 10 ♟xa8 b6**

Black wastes no time in preparing to take the knight. A much quoted game is Orev-Belchev, Bulgaria 1971, which saw a novel approach to dealing with the long-term threat of ♜c1-g5 by replying

with 10...♜h6. After 11 d3 ♜xc1 12 ♞xc1 ♞e8 13 ♜a4 e4 Black had managed to conjure up some promising play for his material. However, White can follow Larsen's recommendation of 13 ♟e2!, when 13...g5 14 ♜a4 is winning for White. Another interesting approach was seen in H.Capel-P.Cutter, Guernsey 1989, where Black tried 10...b5 to avoid losing a pawn on b6. That game continued 11 d4 ♟xd4 12 ♞c5! (the crucial difference in this line is that the a7-pawn can easily be attacked) 12...♜b7 13 ♞xa7 ♜xg2 14 h4 h6 15 ♞h2 ♟f3+ 16 ♟xf3 ♜xf3 17 ♞h3 ♜c6 18 ♜e3 ♜g7 19 0-0 1-0.

**11 ♟xb6**

It makes sense to exchange the knight for a pawn rather than give it away for nothing.

**11...axb6 12 d4!**

This is the reason why 8...♞f6 should be welcomed by White. He is happy to give back a pawn to release the queen's bishop as it enables a clever tactical sequence to transform a complicated midgame into a pleasant endgame.

**12...♟xd4**

The alternatives also lead to a clear advantage for White after 12...exd4 13 ♟f3 h6 14 0-0 or 12...c4 13 ♜f4 ♞xd4 14 ♞d1 ♞xd5 15 ♜xd5

**13 ♟f3 ♜b7**

A logical choice as the control of the h1-a8 diagonal is central to Black's strategy. If 13...♟xf3 then 14 ♞xf3 ♜b7 15 ♜d5 e4 16 ♞b3 is much better for White as his opponent has no decent counterplay.

**14 ♞xd4!**

A stunning blow. The queen is given up to force a superior ending. It is worth

noting that with the black queen on e7 this whole line would be useless, as Black would be able to take back and reveal a check on the e-file.



14...exd4 15 ♖g5 ♗g5 16 ♖xg5  
♗xg2 17 ♗g1 ♖e4 18 0-0-0

It is about time to count the pieces. White has maintained a material advantage and should be able to convert it into victory.

18...♖g7 19 c3? dxc3



20 bxc3

An admission that the previous move was a blunder. The knight is taboo because 20 ♗xd6 fails to 20...cxb2+ 21 ♖d2 b1 ♗ 22 ♗xb1 ♖xb1 when Black has all the winning chances.

20...♖c7 21 f3 ♖c6 22 ♖c2 ♖f6 23

♗xd6 ♖xd6 24 ♖f7+ ♖c5 25 ♖xh8  
♖xh8 26 ♖g8 ♖xf3 27 ♖xh7 ♖e4+ 28  
♖d2 ♖c4 29 ♗xg6 ♖xc3+ 30 ♖e3  
♖b1 31 ♖g8+ ♖c5 32 ♗g2 d5 33 h4  
♖e5 34 ♗g5 d4+ 35 ♖f2 ♖f6 36 ♗h5  
♖d6 37 ♗h6 ♖e5 38 ♖c4 ♖e4 39 ♖e2  
♖d8 40 h5 ♖f6 41 ♖d3 ♖d5 42 ♗h7  
f4 43 ♗a7 f3+ 44 ♖f1 ♖g5 45 ♗a6 ♖e3  
½-½

The whole line with 8...♗f6 looks dubious due to the ending which arises after 12 d4. Black should avoid this line.

### Game 25

**Liiva-Skrebnevskis**

*European Junior Ch, 1993*

1 e4 e5 2 ♖c3 ♖f6 3 ♖c4 ♖xe4 4 ♗h5  
♖d6 5 ♖b3 ♖e7

Black adopts the natural response to avoid the attack, developing the bishop and preparing to castle.

6 ♖f3 0-0

The safer 6...♖c6 is the subject of the next main game.

7 h4!



The text is a clear signal that the attack continues in earnest. In a simple but effective way, White wishes to support the aggressive move ♖g5, which would tar-

get the f7- and h7-squares. At the World Junior Championships in 1998 I was one of the English coaches on hand to witness the impressive-looking game H.Richards-R.Kovacevic, where White tried 7 ♟xe5. The English player was successful after 7...♜f6 8 0-0 ♟c6 9 ♟g4 a5 10 d3 ♟d4 11 ♟xf6+ ♞xf6 12 ♟d5 ♞d8 13 ♜g5 ♞e8 14 ♞ae1 ♟e6 15 ♟xc7 g6 16 ♞g4 f5 17 ♟xe8 fxg4 18 ♟xd6, when White had an extra piece. However, later analysis revealed that Black can improve with 8...g6! and White is slightly worse after 9 ♞e2 ♞e8 10 d4 ♟c6.

### 7...♟c6

In Rytov-Malevinsky, USSR 1969, Black dispensed with the text in favour of 7...g6! which simply sheds a pawn. White won easily after 8 ♞xc5 ♜f6 9 ♞f4 ♞e8+ 10 ♟f1 ♜g7 11 d4 ♟c6 12 h5 (a logical response to open the h-file for the rook) 12...b6 13 hxg6 hxg6 14 ♞h2 ♜a6+ 15 ♜g1 ♟f5 16 ♜g5 ♞c8 17 ♜f6! 1-0.

### 8 ♜g5 h6 9 ♞g6!



A brilliant attacking idea. The queen enters the heart of Black's position to threaten mate in one, forcing a sequence of favourable exchanges.

### 9...♜xg5

If 9...hxg5 then 10 hxg5 with mate to follow on h7.

### 10 hxg5 ♞xg5 11 ♞xg5 hxg5 12 ♟d5



The initial impression of this endgame is that Black is rather passive, but a closer look reveals that White is completely winning after just twelve moves! There are numerous examples where White uses the open h-file to engineer dangerous attacking options by just doubling rooks. Another factor is that d2-d3 allows White to play ♜xg5 at his leisure, when Black cannot adequately defend the pawn with ...f7-f6 due to the threat of a discovered check by the bishop on b3. Black has severe problems constructing a decent defence, since his pieces are dormant on the queenside. The text is a recommendation by Nezhmetdinov on the game Gufeld-Tarve, Tallinn 1969, where White was rewarded for his aggression after 12 d3 ♟f5 (12...a5!) 13 ♜xg5 ♟cd4 14 ♟d5 ♟xb3 (After 14...a5 Tseitlin and Glazkov recommend 15 g4 ♟xb3 16 axb3 f6 17 gxf5 fxg5 18 ♟xc7 and White is better. However, I prefer 14...c6!, which seems to be good for Black. White should try 15 ♟xc7 a4 16 ♟xa8 axb3 17 cxb3 ♟c2+ 18 ♜d2 ♟xa1

19 ♖xa1 d5 and now 20 ♖d1 to give the bishop an escape square, leaving him with a material advantage.) 15...♙f6+! (a superb sacrifice which creates a mating net and is obviously an inspiration for the main game) 15...gxf6 16 ♖xf6 ♙g7 17 axb3 ♖e8 18 g4 ♖e6 19 g5 b6 20 ♖e2 e4 21 d4 e3 22 f3 d5 23 ♖h4 ♖a6+ 24 c4 dxc4 25 ♖ah1 1-0.

#### 12...♙f5 13 d3 ♙fd4

It is worth remembering that 13...♙cd4 is met by 14 ♖xg5, transposing to the note to White's 12th move.

#### 14 ♖xg5 ♙e6 15 ♙f6+



A dazzling sacrifice which brings the game to an abrupt finish.

#### 15...gxf6 16 ♖xf6 ♙g7 17 ♖d2 ♖e8 18 ♖h6 ♙e7 19 ♖h8+ 1-0

Black resigned as, for instance after 19...♖xh8 20 ♖xh7 there is no adequate defence to 21 ♖h1 mate. An excellent example of how Black can be completely crushed in this opening.

### Game 26 Rogers-Raetsky Baden Baden 1998

1 e4 e5 2 ♙c3 ♙f6 3 ♖c4 ♙xe4 4 ♖h5  
♙d6 5 ♖b3 ♖e7 6 ♙f3 ♙c6 7 ♙xe5

White takes the opportunity to restore material equality. It has been known for some time that 7 d3 favours Black. For instance, 7...g6 8 ♖h3 ♙f5 9 g4 ♙fd4 10 ♖h6 ♖f8 11 ♖xf8 ♖xf8 12 ♙xd4 ♙xd4 13 0-0-0 (13 ♖xh7 is a poisoned pawn, as after 13...♖g5 Black is better) 13...d6 14 f4 h5 and the pinned g-pawn will soon be captured by Black, as in Jaffe-Alekhine, Carlsbad 1911.

#### 7...g6

In Wibe-Heggheim, correspondence 1990, Black opted instead for 7...0-0, which led to an initiative for White after 8 0-0 ♙d4 9 ♙d5 ♙xb3 10 axb3 ♙e8 11 ♖e2! ♙f6 12 d3 (it is worth investigating 12 ♙g4!? to deprive Black of the bishops after 12...d6 13 ♙xf6+ ♖xf6 14 ♙c7+ ♖h8 15 ♙xc8 ♖xc8 16 d3 and White has a slight advantage) 12...c6 13 ♙xf6+ ♙xf6 14 ♖f4 d5 15 ♖f3 h6 16 ♖fe1 ♖e6 17 g4 ♙h7 18 ♖g3 ♖e8 19 h3 a6 20 ♙f3 c5 21 ♖c7 ½-½.

#### 8 ♖e2



The queen retreats, though Black can continue to harass it. In the game Liiva-Ivanchuk, Tallinn rapidplay 1996, White decided to double Black's c-pawns with 8 ♙xc6 before shielding the queen from unwanted advances, and after 8...dxc6 9

♞d1 ♟f5 10 0-0 ♟d4 11 d3 0-0 12 ♜f4 a5 13 ♜e5 ♜f5 14 ♞e1 ♜f6 the chances were roughly equal.

8...♟d4 9 ♞d3!



This is the right way to strive for an advantage. White volunteers to temporarily entomb his dark-squared bishop. Black will most likely take the light-squared bishop and White will then try to make the most of the semi-open a-file. The game P.Buchniece-S.Berezjuk, Pardubice 1999, portrays what may happen if White refrains from playing the innovative text move. After 9 ♞d1 0-0 10 0-0 ♜f6 11 ♟f3 ♟f5 12 d3 ♟xf3+ 13 ♞xf3 ♟d4 14 ♞d1 ♟xb3 15 axb3 d5 16 ♞f3 c6 17 ♜h6 ♞e8 Black's chances are preferable thanks to the pair of bishops and solid set-up.

9...♟xb3 10 axb3 ♟f5 11 0-0 d6 12 ♟f3 c6 13 b4

It makes sense to advance the pawns on the queenside to have the option of trading off the doubled b-pawns and perhaps play b2-b3 to free the bishop.

13...0-0 14 b5 d5 15 b3

An improvement on Anand-Ivanchuk, Roquebrune rapidplay 1992, which saw Black try 15 bxc6, when the exchange of pawns was revealed as premature be-

cause White needs to keep the position closed to give him time to catch up on development. The game continued 15...bxc6 16 ♞e1 a5 (the threat of ...♜a6 is awkward for White) 17 ♞c2 ♜b4 18 d3 d4 19 ♟e4 ♜xe1 20 ♞xe1 f6, when Black is the exchange up with good winning chances.

15...d4

If 15...cxb5 then White has a small plus after 16 ♞xb5 ♞c7 17 ♞d3 ♞d8 18 ♜b2. Also worth trying is 16 ♜b2, intending ♟xd4 to open up the a1-h8 diagonal for the bishop on b2.

16 ♟e4 c5 17 ♞e1 ♜e6 18 c4 h6 19 ♞b1!

A delightful idea to cement the queenside pawn structure by preparing to play d2-d3. Rogers is not content to allow the game to drift to a draw and manages to keep his options open.

19...♞b6 20 d3 a6 21 bxa6 ♞xa6 22 ♞xa6 ♞xa6 23 h3 g5?!

An ambitious plan to attack on the kingside that just ends up weakening his own position. The centralised knight on e4 is well placed to help White to defend and be on standby for an attack.



24 b4 cxb4 25 g4! ♟g7 26 ♟xd4

White is now better due to the domi-

nating presence of his knights.

26...f5 27 ♖g3 fxe4 28 ♜xe6 ♜xe6 29 d4 ♜f6 30 ♜g6+ ♜g7 31 ♜e3 ♜d8

The exchange of queens is in White's favour because his passed pawns are menacing. 31...gxf3 is the last try for Black.

32 ♜xa6 bxa6 33 hxe4 a5 34 ♜b1 ♜e7 35 c5 ♜e6 36 ♜f5 ♜f6 37 d5 ♜f4 38 d6 ♜e2+ 39 ♜g2 ♜c3 40 ♜b3 ♜d5 41 c6 a4 42 ♜d3 b3 43 ♜xd5 b2 44 ♜b5 a3 45 c7 a2 46 ♜b8 b1



Black has an extra queen on the board but the weakness of his king makes all the difference.

47 ♜xf8+ ♜xf8 48 c8 ♜+ ♜f7 49 ♜c4+ ♜f8 50 d7 ♜xf5 51 gxf5 a1 ♜ 52 ♜c5+ ♜g7 53 d8 ♜ 1-0

The line with 6...♜c6 7 ♜xe5 gives White a safety-first game where he has a slight initiative, though if Black plays sensibly he should be able to maintain equality.

### Game 27 Rogers-Shirov

*Spanish League 1998*

1 e4 e5 2 ♜c4 ♜f6 3 ♜c3 ♜xe4 4 ♜h5 ♜d6 5 ♜xe5+

This peaceful system is not particularly popular and Black should have no worries.

5...♜e7

Not 5...♜e7? when 6 ♜xg7 ♜f6 7 ♜g4 leaves White a pawn up for nothing.

6 ♜xe7+ ♜xe7 7 ♜b3

An alternative is 6 ♜e2, although this would hardly increase White's activity. For example, 7...♜f5 8 ♜f3 c6 9 d4 d5 10 ♜f4 ♜d6 11 ♜xd6 ♜xd6 12 0-0-0 ♜g4 13 h3 ♜xf3 14 ♜xf3 ♜d7 15 ♜he1+ ♜d8 16 ♜a4 ♜c7 17 ♜e7 ♜ae8 18 ♜de1 ♜xe7 19 ♜xe7 ♜e8 20 ♜xe8 ♜xe8 21 ♜d2 ♜d6 22 b3 ½-½ Varavin-Tolstikh, Ekaterinburg 1997.

7...c6

Shirov prepares to play ...d7-d5. In A.Goode-P.Wilson, correspondence 1990, Black tried another route to equality, 7...♜f5. The game continued 8 ♜f3 c6 9 ♜e2 d5 10 d4 0-0 11 c3 ♜e8 12 0-0 ♜h4 13 ♜xh4 ♜xb4 14 ♜e3 ♜g4 15 ♜fe1 ♜d7 with equal chances.

8 d4 ♜f5 9 ♜f3 d5 10 ♜e2 0-0 11 0-0 ♜h4



Shirov offers to exchange his king's knight. This is a standard idea in the line to ease Black's passive position. 11...♜f6



was seen in Cruz-J.Costa, Honra 1998, with a predictable result after 12 c3 ♟d7 13 ♜g5 ♜xg5 14 ♟xg5 ♟f6 15 ♟g3 ♟xg3 16 hxg3 ♜f5 17 f3 ♜fe8 18 ♜fe1 and the game was soon drawn.

12 ♟xh4 ♜xh4 13 ♟g3 ♜e6 14 c3 ♟d7 15 ♜c2 g6 16 ♟e2 ♟b6 17 ♟f4 ♜d7 18 b3 ♜fe8 19 ♜e3 ♟c8 20 ♟d3 ♟d6 21 ♟e5 ♜f5

Black has manoeuvred his pieces around the board without making much

of an impact. The draw is still in sight. 22 ♜ac1 ♜d8 23 g4 ♜xc2 24 ♜xc2 f6 25 ♟d3 ♜b6 26 h3 ♜ad8 27 ♜e1 ♜f7 28 ♜g2 ♜a5 29 a4 ♟e4 30 f3 ♟d6 31 ♜f4 ♜xe1 ½-½

5 ♜xe5+ is a great way to confront a strong player playing with the black pieces if you are content with a draw. However, if White wants to try and dictate matter he should consider the other games in this chapter.

### Summary

The reputation of 3...♖xe4 as an easy equalising move is certainly cut and dried. The real fun starts when White takes up the gauntlet and enters into the Frankenstein-Dracula Variation. In Game 24 Black quickly finds himself in a dodgy position after 8...♖f6?, so Black should prefer 8...♖c7. The main line in Games 21-23 demonstrates that only someone familiar with the complications should dare to play it over the board. However, if you are a correspondence player or just wish to enjoy some swash-buckling play then it is definitely worth investigating. On balance White should try to emulate Kaidanov's example against Bareev in Game 21.

Instead of the sharp 5...♖c6, 5...♗e7 is safe if a little passive (see Games 25 and 26). Finally, in Game 27, Rogers quickly heads for a position where he can be assured of at least a draw with 5...♖xe5+.

1 e4 e5 2 ♖c3 ♖f6 3 ♗c4 ♖xe4 4 ♖h5 ♖d6

5 ♗b3

5...♖xe5+ – Game 27

5...♖c6

5...♗e7 6 ♖f3 (D)

6...0-0 – Game 25

6...♖c6 – Game 26

6 ♖b5 g6 7 ♖f3 f5 8 ♗d5 ♖e7

8...♖f6 – Game 24

9 ♖xc7+ ♗d8 10 ♖xa8 b6 (D) 11 ♖xb6

11 d3 ♗b7 12 h4 (D)

12...b6 – Game 22

12...f4 – Game 23

11...axb6 – Game 21



6 ♖f3



10...b6



12 h4

## CHAPTER THREE

2...♖f6 3 ♘c4 ♘c6  
4 d3 ♘c5



1 e4 e5 2 ♘c3 ♘f6 3 ♘c4 ♘c6 4 d3 ♘c5

One common feature of the Vienna is that it often transposes to other openings and one of the most critical positions is a King's Gambit Declined after 5 f4 with the above move order. Some books on the Vienna mention this transposition and do not offer any further guidance, but in this chapter we shall be looking at this variation in some detail. Without the proper background information, a disaster in the opening is quite likely for either side.

The critical position arises after 5 f4 d6 6 ♘f3, when Black has a wide choice of alternatives. In practice 6...♗g4 to pin the king's knight is very popular, but Games 28-31 show that White usually obtains an advantage in this line. A better test of White's play is 6...a6, as in Games 32-35. The most interesting of these is Game 35, where a novel idea is played by Fedorov, 7 ♘d5, when White's space advantage is a cause for concern on Black's part. Black's other main 6th move alternatives are discussed in

Games 36-38. Game 36 is an example of White's attacking ambitions being thwarted for most of the game after 6...♗a5. The idea of exchanging bishops with 6...♗e6 seems logical, but Game 37 should be enough warning for Black to avoid it. If Black castles early then White can close the position and start a strong attack, as Hebden shows in Game 38.

### Game 28 Treybal-Olsar Prague 1985

1 e4 e5 2 ♘c3 ♘f6 3 ♘c4 ♘c6 4 d3 ♘c5 5 f4

The most aggressive reaction to Black's handling of the opening. Instead the game Rogers-Davies, London 1991, saw an attempt to cramp Black with 5 ♗g5, and after 5...h6 6 ♗h4 d6 7 ♗a4 ♗b6 8 ♗xb6 axb6 9 f3 ♗a5 10 ♗e2 ♗xc4 11 dxc4 ♗e6 12 b3 g5 13 ♗f2 ♗h5 14 ♖d2 White stood slightly better. 5...d6

Black supports the e5-pawn and opens a line for his light-squared bishop.

Other continuations have not resulted in a satisfactory game for Black:

a) 5...♗xg1 (Black gives up his bishop pair to stop White from castling kingside) 6 ♖xg1 d6 7 f5 ♕a5 8 ♖b3 ♖xb3 9 axb3 d5 10 ♖g5 c6 11 ♖f3, intending to castle queenside, gives White the better prospects.

b) 5...exf4 6 ♖xf4 d6 7 ♖f3 ♖g4 8 ♖d2 ♖e7 9 0-0-0 0-0-0 10 ♖g5 ♖e6 11 ♖d5 ♖xd5 12 ♖xd5 h6 13 ♖xc6 hxc6 14 ♖a4 g4 15 ♖g5 ♖d5 16 ♖de1 ♖e3 17 ♖xe3 ♖xe3?! (17...♖xg5 18 d4 ♖b6 19 c3 offers White an edge) 18 ♖xc3 ♖b8 19 e5 and White had a material advantage in Basman-A.Bigg, Sutton 1999.

c) 5...d5?! (a gambit that has lost its shock value) 6 exd5 (6 ♖xd5 ♖xd5 7 ♖xd5 ♖xg1 8 ♖xg1 ♖e7?! 9 ♖b3 exf4 10 ♖xf4 ♖d4 11 ♖f1 is better for White) 6...♖g4 7 dxc6 ♖h4+ 8 g3 ♖f2+ 9 ♖f1 ♖xg3 10 ♖f3 ♖xh2+ 11 ♖xh2 ♖xh2 12 ♖ce2 ♖h3+ 13 ♖xh3 ♖xh3+ 14 ♖g2 ♖xg2+ 15 ♖xg2 exf4 16 cxb7 ♖b8 17 ♖b5+ ♖e7 18 ♖c6, when White had a clear advantage in Silva-De la Vega, Lima 1999.

## 6 ♖f3



The game has now entered the King's Gambit Declined. This position can also

arise from the move order 1 e4 e5 2 f4 ♖c5 3 ♖f3 d6 4 ♖e3 ♖c6 5 ♖c4 ♖f6 6 d3 or from the Bishop's Opening via 1 e4 e5 2 ♖c4 ♖f6 3 d3 ♖c6 4 ♖c3 ♖c5 5 f4 d6 6 ♖f3.

## 6...♖g4

Black is at the crossroads and this is the most common choice in practice, though it may not be best. Later in this chapter we shall see 6...a6 (Games 32-35), 6...♕a5 (Game 36), 6...♖e6 (Game 37) and 6...0-0 (Game 38). Several other moves have also been tried here:

a) 6...♖g4 7 ♖g5! 0-0 (7...h6 is well met by 8 f5!) 8 f5 ♖f2+ 9 ♖f1 ♖e3+ 10 ♖xe3 ♖xe3 11 h4 ♖xg5 (after 11...g6 Keres recommended 12 ♖xf7 ♖xf7 13 ♖f3 with advantage to White) 12 hxc5 ♖xg5 13 ♖h5 gave White good attacking chances in A.Schmied-T.Olafsson, Copenhagen 1998.

b) 6...exf4 7 ♖xf4 ♖e6 8 ♖b5! d5 9 e5 ♖d7 10 d4 ♖e7 11 a3 0-0 12 0-0 f6 13 exf6 ♖xf6 14 ♖d2 a6 15 ♖xc6 bxc6 16 ♖ae1 and White intends to play ♖e5 with a better position in Shabalov-Payen, Philadelphia 1999.

c) 6...h6 7 ♖a4 ♖b6 8 ♖xb6 axb6 9 ♖b5 (Alekhine once tried 9 0-0? with success) 9...♖e7 10 0-0 ♖d7 11 ♖h1 0-0-0 12 ♖e1 exf4 13 ♖xf4 g5 14 ♖d2 ♖g4 15 ♖xc6 bxc6 16 h3 ♖e5 17 ♖xe5 dxe5 18 ♖f2 g4 19 hxc4 ♖hg8 20 ♖f6 ♖c5 21 ♖c3 ♖xg4 22 ♖f2 ♖e6 23 ♖xe5 ♖g6 24 ♖f4 ♖g4 25 ♖f6 ♖g6 1/2-1/2 Liiva-Gausel, Bern 1994.

## 7 ♖a4

This modern approach allows White to gain a move compared to lines with 7 h3 (see Game 31).

## 7...♖xf3

In tournament practice this is the

most common choice, though 7... ♗b6 is considered in Game 30. A couple of other moves have been tested:

a) 7... exf4 8 ♜xc5 dxc5 9 ♗xf4 ♜h5 10 ♗e3 ♜e5? 11 ♜xe5! ♗xd1 12 ♗xf7+ ♗e7 13 ♗xc5+ ♗f6 14 0-0+ ♗e5 15 ♚f5 mate is supposed to be Alekhine-Tenner, Cologne 1907, but any chess historian will tell you that it was just a nice piece of analysis by Alekhine.

b) 7... ♜d4 8 ♜xc5 dxc5 9 c3 ♜f3+ 10 gxf3 ♗h5 11 ♖e2 ♖d6, as in Spielmann-Bohatirchuk, Moscow 1925, and now Bogolyubov suggests that White has a slight edge after 12 fxe5 ♖xe5 13 f4 ♖e7 14 ♖g2 0-0-0 15 0-0.

8 ♖xf3 ♜d4 9 ♖g3



At first sight it looks as if White is offering a rook for nothing, but in fact acceptance of the sacrifice allows White a formidable attack. The quieter alternative 9 ♖d1 is the subject of the next main game.

9... ♜xc2+

Black's sense of danger deserts him and he blindly goes for the material. Then again, the alternatives do not inspire complete confidence either:

a) 9... ♜h5 10 ♖g4 g6 11 ♜xc5 dxc5 12 0-0 ♜xc2 13 fxe5 gives White prom-

ising play.

b) 9... exf4 10 ♖xg7! ♚f8 11 ♜xc5 dxc5 (if 11... ♜xc2+ White emerges with the better position according to Euwe after 12 ♗d1 ♜xa1 13 ♜xb7 ♖e7 14 ♗xf4) 12 ♗xf4 b5 13 ♗xb5+! ♜xb5 14 ♗g5 ♚g8 15 ♖xf6 ♚xg5 16 ♖c6+ ♜f8 17 ♖xb5 ♗b8 18 ♖c4 ♚xb2 19 ♚f1 ♖d7 20 0-0-0 ♗b5 21 ♖c3 ♖d4 22 ♖xd4 cxd4 23 ♚d2 gave White a winning ending in the game Honfi-Salm, correspondence 1958-60.

10 ♗d1 ♜xa1 11 ♖xg7 ♚f8 12 ♜xc5 dxc5 13 fxe5 ♜xe4

Naturally Black would like to slow down the onslaught, but 13... ♜d7 allows White to accelerate the pressure after 14 ♗g5 f6 15 exf6 ♜xf6 16 e5! ♖d7 17 exf6 ♖g4+ 18 ♗c1 0-0-0 19 ♗b1, when the two bishops will help the f-pawn to advance.

14 ♗h6

White can also continue with 14 ♚f1, when 14... ♖d7 (14... ♖e7 15 ♗h6! wins) 15 ♗xf7+ ♚xg8 16 ♖g8+ is a brutal finish.

14... ♜f2+ 15 ♗e2 ♜xh1 16 ♖xf8+ ♜d7 17 ♖xf7+ ♗c8 18 ♗g5! 1-0



The line with 9 ♖g3 clearly offers White a strong attack.

## Game 29

Lane-S. Jackson

British Championship 1989

1 e4 e5 2 ♘c3 ♙f6 3 ♗c4 ♙c6 4 d3  
 ♗c5 5 f4 d6 6 ♙f3 ♗g4 7 ♙a4 ♗xf3  
 8 ♗xf3 ♙d4 9 ♗d1

Alekhine mentioned that he favoured this move, though 9 ♗g3 is regarded as stronger nowadays.

9...b5



10 ♗xf7+!

I cannot claim that this was Kasparov-style inspiration; it was a result of preparation 20 minutes before the game. Tischbierek-Mikhalevski, Bad Endbach 1995, saw the less accurate exchange with 10 ♙xc5. After 10...bxc4 11 fxe5 dxe5 12 exf6 ♗xf6 13 c3 ♙c6 14 dxc4 ♙e5 Black stood better thanks to the strong knight on e5.

10...♗xf7 11 ♙xc5 exf4?!

I sensed that Jackson was unfamiliar with the position and consequently she fails to put up stubborn resistance. The best chance is probably 11...dxc5 when the reference game I was using Balashov-Matanovic, Skopje 1970, continued 12 fxe5 ♙d7 13 c3 ♙c6 14 0-0+ ♗e8

(15...♗g8 is also met by 15 d4) 15 d4! cxd4 16 cxd4 ♗e7? (16...♙xe5! is supposed to be a big improvement, but after 17 dxe5 ♗xd1 18 ♗xd1 ♗e7 19 ♗e3 ♗ad8 20 ♗d5 White is still better) 17 ♗e3 ♗f8 18 d5 ♗xf1+ 19 ♗xf1 ♙d8 20 e6 ♙f6 (20...♙xe6 does not stop the rot after 21 dxe6 ♗xe6 22 ♗xb5 ♗xe4 23 ♗e1! and White wins) 21 ♗c1! (21 ♗b5+ c6 22 ♗d3 ♗b4! is not so clear) 21...♙xe4 22 ♗xb5+ c6 23 ♗xc6 ♗f8 24 ♗c1 ♗g8 25 ♗c7! ♗d6 26 ♗e8+ ♗f8 27 ♗xg7+! 1-0.

12 ♙b3 ♙e6 13 0-0 g5?!

In these difficult circumstances Black should try to play it safe with 13...♗f8 intending ...♗g8.

14 g3! fxc3



15 ♗xg5!

A fairly easy decision to make, stripping away the pawn barrier from the black king.

15...gxh2+ 16 ♗h1 ♙xg5 17 ♗h5+ ♗e7 18 ♗xg5 ♗f8 19 ♙d4

The knight joins the fray, leaving Black unable to cope with the multiple treats.

19...♗e8 20 e5! dxe5 21 ♗xe5+ ♗d7 22 ♗f5+ ♗d6 23 ♗ae1 1-0

The old 9 ♗d1 is still doing well and

also casts some doubt on Black's 7...xf3 variation.

**Game 30**  
**Finkel-Mikhalevski**  
*Israel rapidplay 1999*

1 e4 e5 2 c3 c6 3 c4 f6 4 d3  
 c5 5 f4 d6 6 f3 g4 7 a4  
 b6!?



The bishop goes back to b6 with the idea that if it is taken at least Black will be able to open up the a-file for his rook.  
 8 xxb6 axb6 9 a3!?

White makes room for the bishop to retreat to a2 after ...a5, but in Skytte-Flaata, Gausdal 2000, White played the standard 9 0-0 without worrying about the light-squared bishop. That game went 9...a5?! (9...c7 10 c3 allows the bishop to hide on c2) 10 fxe5 xf3 (10...dxe5 11 xf3+ xf7 12 xe5+ wins) 11 xf3 dxe5 12 g3 xc4 13 xg7 g8 14 xf6 and White was winning.  
 9...exf4!?

Black begins active operations in the centre, trying to engineer some complications.

Micanek-Smejkal, Olomouc 1998, fol-

lowed a more sedate path when Black decided to castle early and delay an advance in the centre. White did not manage to do much to dent this approach after 9...0-0 (9...c7! is also possible) 10 h3 xf3 11 xf3 d4 12 f2 b5 13 a2 c5 14 c3 c6 15 b4 cxb4 16 cxb4 d5 17 exd5 exd5 with equal chances.  
 10 xf4 d5 11 exd5 exd5 12 e2+ f8

The king steps out of the way and now the threat is ...xf4 or ...d4.

13 e4! xf3 14 xf3 h4+

A clever idea to lure White into blocking the check with the pawn, which then allows some tactical tricks based on the weakened f3-square. 14...e7+ is the other choice but that would rule out the line revealed in the note to White's 16th move.



15 g3!

This leads to fantastic complications where White comes under a dangerous attack. 15 g3 is the right approach, when 15...e7+ 16 e4 c3 17 xe7+ xe7 18 b3 gives White a slightly better ending.

15...e7+ 16 d2

If 16 f2 the decision to move the g-pawn makes an important difference

after 16...♙d4 17 ♖xd5 ♗e2+ 18 ♔g1 ♙f3+.

**16...♙d4! 17 ♖xd5?**

It seems as if the black queen is tied to the defence of f7 but Black has seen further. A sensible way of avoiding the forthcoming attack is 17 ♖f2 ♙xf4 (17...♗c5? 18 ♔e3! when 18...♙xe3?? allows 19 ♖xf7 mate) 18 ♖xd4! ♗e2+ 19 ♔c3 ♙e6 20 ♔xe6! ♖xe6 21 ♔ae1 ♖c6+ 22 ♔b3 and White has the better chances according to some analysis by Mikhailevski because it is difficult for Black to activate the king's rook.

**17...♗e2+ 18 ♔c3 ♖xc2+ 19 ♔xd4 ♖xb2+**



Black has instigated a king-hunt by sacrificing two knights to force the white king up the board.

**20 ♔e4**

White is walking a tightrope and 20 ♗e3?! is obliterated by 20...♔e8+ 21 ♖e4 ♔xe4+ 22 dxe4 g5! (the exposed white king allows Black to get away with this cheeky move) 23 ♔xg5 (or 23 ♔xc7 ♖c3+ 24 ♔d3 ♖xc7 and wins) 23...♖c3+ 24 ♔d3 ♖c5+ 25 ♔f4 ♖f2+ 26 ♔g4 ♔g8! 27 ♔h4 ♖d4! 28 ♔e2 ♖xe4+ 29 ♔f4 ♖xe2 30 ♔h6+ ♔g7 31 ♔xg7+ ♔xg7 and the material balance is in

Black's favour.

**20...♗e2+! 21 ♔f5?**

It is difficult to agree to a draw when you are two pieces up, but Finkel should have accepted his fate with 21 ♔e3 ♖g4+ 22 ♔f4 ♖e2+ and a perpetual.

**21...♔a5! 22 ♖xa5**

If 22 ♔b5 then Black wins after 22...g6+ 23 ♔g5 (23 ♔f6 ♖e7 mate) 23...♖h5+ 24 ♔f6 ♖xd5.

**22...g6+! 23 ♔g5 ♖h5+**

A little elaborate considering that he had 23...bxa5, intending 24...♖h5+ and 25...♖f5 mate.

**24 ♔f6 bxa5 25 g4 ♖h4+! 26 ♔e5 ♖e7+?**

One check too many; 26...♔g7 is stronger.

**27 ♔d4 c5+ 28 ♔d5?**

The white king can go into hiding after 28 ♔c3 ♖f6+ 29 ♔c2 ♖xf4 30 ♔af1 and White has some counterattacking chances.

**28...♔g7! 29 ♔b5 ♔d8+ 30 ♔c4 ♔d4+ 0-1**

It is a moot point whether White should take time out with 9 a3 in this line.

*Game 31*  
**Bode-Giorgadze**  
*Dortmund 1990*

**1 e4 e5 2 f4 ♔c5 3 ♙f3 d6 4 ♙c3 ♙f6 5 ♔c4 ♙c6 6 d3 ♔g4 7 h3**

White nudges his opponent into conceding the bishop pair, but as Black intends taking on f3 anyway this old move is frowned upon nowadays. The superior 7 ♙a4 was discussed in Games 28-30.

**7...♔xf3 8 ♖xf3 ♙d4 9 ♖g3**

After this move White obtains some



awkward pressure but over the years Black has refined the defence and he can fend off the onslaught.



### 9... ♖e7

Other moves result in razor-sharp play:

a) 9... ♖xc2+? 10 ♜d1 ♖xa1 11 ♖xg7 ♜f8 12 fxe5 dxe5 13 ♙g5 ♙e7 14 ♜f1 and White had a winning position in S.Norris-M.Lee, Hervey Bay 1999.

b) 9... ♖h5?! 10 ♖g4 g6 11 fxe5 ♖d7 12 ♜f1 0-0-0 (12... ♖xc2+ is greedy; Black pays a heavy price after 13 ♜d1 ♖xa1 14 ♙xf7+ ♜d8 15 ♙g5+ ♜c8 16 ♙e6) 13 ♙g5 dxe5 14 ♙xd8 ♖xc2+ 15 ♜d2 f5 16 exf5 gxf5 17 ♖xf5 ♖xa1 18 ♙e6 1-0 Tomescu-Fuchs, Wattens 1997.

c) 9... exf4 (recommended by Keres) 10 ♖xg7 ♜f8 11 ♜d1 ♖e7 12 ♙xf4 (12 ♜f1!? is worth testing) 12... ♙g8 13 ♖h6 ♙g6 14 ♖h4 ♙xg2 was pleasant for Black in Lastovicka-Blatsky, Prague 1997.

### 10 ♜d1

Another approach is 10 fxe5 to avoid the exchanges on f4 which occur in the main game. In Kleiser-Brugger, Vienna 1999, White could not prove any advantage after 10... dxe5 11 ♙b3 c6 12 ♙g5 (perhaps 12 ♜f1!?) 12... ♖xb3 13 axb3

♖e6 14 ♙c3 with equal play.

### 10... exf4! 11 ♙xf4 ♖h5

Giorgadze pounces on the chance to exchange the dark-squared bishop, which normally exerts unpleasant pressure on the black position by pinning the knight with ♙g5. Basically, if Black can defuse the tension then he can hope to exploit the position of the white king stuck in the centre of the board.

12 ♖g4 ♖xf4 13 ♖xf4 c6 14 ♙e1 0-0 15 ♖e2 b5 16 ♙b3 a5

Black has a strong initiative and by trying to corner the white bishop will force further concessions from his opponent. The problem with not being able to castle is that apart from the king being a sitting target, crucially the queen's rook is unable to take an active part in the game.

17 ♖xd4 ♙xd4 18 c3 ♙e5 19 ♖f3 a4 20 ♙c2 c5 21 a3 g6 22 ♙b1 b4



Giorgadze has a clear advantage with the advanced queenside pawns ripping holes in White's flimsy pawn barrier. White's pieces lack co-ordination.

23 axb4 cxb4 24 d4 ♙g7 25 ♙c2 a3 26 bxa3 bxc3 27 ♖xc3 ♜fc8 28 ♖f3

Or 28 ♖d3 ♖a7 and Black will take on d4 with the advantage.

28...♙xd4 29 ♖a2 ♜c3 30 ♙d3 ♜e6 31  
 ♜d2 ♜cxa3 32 ♜f1 d5 33 ♜c2 ♜e7 34  
 g4 ♜b3 0-1

I am not convinced by the merits of 7 h3 as it merely encourages Black to get on with the job of exchanging on f3, which is normally played anyway.

*Game 32*  
**Conquest-Caruso**  
*Forli 1992*



1 e4 e5 2 ♘c3 ♙f5 3 ♙c4 ♙c6 4 d3  
 ♙c5 5 f4 d6 6 ♙f3 a6

This is one of Black's most popular alternatives at this juncture; Black makes room for the dark-squared bishop to retreat.

7 ♜f1

This sign of aggressive intentions was approved by Charousek. White cannot castle kingside so he moves the rook to create play on the f-file. White's other main alternatives here, 7 fxe5, 7 f5 and 7 ♙d5 are discussed in turn in the next three main games. Also possible are:

a) 7 a3 (a rare move that is designed to vacate the a2-square for the bishop after ...♙a5) 7...♜e7 8 f5 h6 9 h3 b5 10 ♙d5 ♙xd5 11 ♙xd5 ♙b7 12 ♜f1 0-0-0 13 c3 ♙b8 14 ♙xb7+ ♙xb7 15 b4 led to equal chances in Krstic-Zaja, Pula 2000.

b) 7 ♙g5?! 0-0 8 f5 b5 9 ♙xf7+ ♜xf7 10 ♙xf7 ♙xf7 (Black should be able to fend off the attack, when the material balance is in his favour) 11 ♙g5 ♙e7 12 ♜f3 ♙b7 (even 12...♙d4!? to exchange more pieces is worth a thought) 13 0-0-0 c6 14 g4 ♜g8 15 ♙b1 ♙b6 16 ♙c1 ♜f8 17 ♙e2 c5 and Black eventually won in the game Hergott-Reyes, Dubai Olympiad 1986.

7...♙g4

This position has bamboozled a number of players who have not taken White's sneaky rook move seriously. Other tries are:

a) 7...0-0 8 f5 h6 9 ♙d5 ♙d4 10 ♙xd4 ♙xd4 11 ♙xf6+ ♜xf6 12 ♜h5 (if you want to know how White thought up the attacking plan then look at the main game Hebden-Martinovsky at the end of this chapter) 12...d5? (perhaps 12...c6!?) 13 ♙xd5 ♙c5 14 ♜f3 ♙e7 15 ♜g3 ♜b6 16 ♙xh6 ♜g1+ 17 ♙e2 ♜xa1 18 ♜xg7+ 1-0 Gallagher-Giertz, Suhr 1992.

b) 7...h6 8 ♙d5 ♙xd5 9 ♙xd5 exf4 10 d4 ♙a7 11 ♙xf4 ♙e6 12 ♙xc6 fxe6 13 c3 0-0 14 ♙g3 ♜e7 15 ♜b3 and White had a slight initiative in Kavalek-Smejkal, Ceska Trebova 1996.

c) 7...exf4 8 ♙xf4 ♙e6 is worthy of further study.

8 h3 ♙xf3 9 ♜xf3 ♙d4 10 ♜g3!

This sort of position can also arise from lines featuring 6...♙g4, as in Game 31. The difference here is that White has the additional useful move ♜f1 in exchange for ...a7-a6.

10...♜e7

If 10...♙xc2+ then 11 ♙d1 ♙xa1 12 ♜xg7 ♜f8 13 fxe5 dxe5 14 ♜xf6, when

White has a terrific attack and can round up the knight on a1 with b2-b3 and  $\text{♙b2}$ .

11 fxe5 dxe5 12 ♖xg7 ♘g8 13 ♖xf6  
♙xf6 14 ♗xf6 ♗xg2 15 ♔f1 ♗g3 16 b4



Conquest plays very sharply to bring the game to a quick finish.

16...xc2

16...♙xb4 17 ♖d5 ♗a5 18 ♗d2! is also better for White.

17 ♗xf7+ ♔d7 18 ♗e6+ ♗e8 19 bxc5  
♚xa1 20 c6 1-0

Black resigned in view of 20...bxc6 21 ♔a3 threatening mate on f8 or 20...♙c2 21 ♔d7+ ♜e7 22 ♙d5+ ♜d8 23 ♚f8 mate.

The introduction of 7 ♖f1 has given White another important weapon in this variation. In this example Conquest was able to lure his victim into a position where he can safely sacrifice his queen's rook in return for an attack.

Game 33  
David-Sturua  
Berlin 1997

1 e4 e5 2 c3 f6 3 c4 c6 4 d3  
a5 5 f4 d6 6 f3 a6 7 fxe5

This is regarded as a quiet line in

which White has chances of a slight edge but no more.

7...dxe5 8 ♗g5

8 ♔d5 is a peaceful system which gives Black few problems after 8...♙xd5 9 ♙xd5 0-0 10 ♖g5 ♜d6 11 ♜d2 ♙e6 12 ♙xe6 ♜xe6 13 ♙e3 ♙xe3 14 ♜xe3 ½-½ Formanek-Martinovsky, Chicago 1994.



8...h6

This whole line had largely been ignored for decades due to the old game Spielmann-Yates, Moscow 1925, which continued 8... ♖d6 9 ♙xf6 ♜xf6 10 ♙d5 ♜d6 11 ♜d2 h6 12 ♚f1 ♙e6 13 ♙h4 0-0-0 with equal chances. One possible improvement for White is to wait for the move ...h7-h6 before exchanging on f6 and then try 9 ♜d2 with the follow-up of 0-0-0.

9 ♖h4 ♜d6 10 ♚f1

As we saw in the previous main game, this is a common idea to generate play on the f-file. On 10...♙xd5 Black has nothing to fear after 10...♙xd5 11 ♖xd5 ♙e7 12 ♖b3 ♙e6 and the chances must be assessed as equal.

10... ♖b4 11 ♙d2 g5 12 ♗g3 0-0 13 ♙d5 ♙xd5 14 ♗xd5 ♗xd2+ 15 ♙xd2 ♙e7 16 ♗b3 ♗g7 17 0-0-0 c5



18 ♖xf7+

A complete shock for Black but the ingredients necessary for a successful sacrifice are all there. For example, White has managed to strip away the pawn cover of the black king and can control the f-file, whilst Black will have difficulties constructing a defence with his retarded queenside development.

18...♖xf7 19 ♖xf7 ♖xf7 20 ♖f1+ ♔g6

The onslaught is not diminished after 20...♖e8, when 21 ♖f2 ♖e6 22 ♖f8+ ♔d7 23 ♖f6 ♖g8 24 ♖xh6 is good for White because he can take more pawns and Black's forces lack harmony.

21 ♖f2 ♖e6

On 21...♔e6 comes 22 ♖f6+ ♔g8 23 ♔xe5 and Black has to give up.

22 ♖f8 ♔c6 23 ♖h8 ♖a7 24 ♖f8 ♔d7 25 h4 1-0

These seemingly quiet positions hold some venom if White is alert enough. 7 fxe5 is a good way of playing for a win with few risks.

♔c5 5 f4 d6 6 ♖f3 a6 7 f5

White chooses to close the position. This policy is particularly effective when Black has already castled kingside (see Game 38), but in this case he has the choice of seeking sanctuary for the king on the queenside.

7...h6

It is almost a golden rule for Black to play this move after f4-f5 in order to stop the knight from being pinned with 8 ♔g5.

8 ♔d5



Also possible are:

a) 8 ♔d2 ♔d4 9 ♖xd4 ♔xd4 10 a4 ♔d7 11 ♖f3 ♔c6 12 a5 ♖d7 13 0-0-0 0-0-0 14 ♖g3 ♖hg8 15 ♖hf1 ½-½ Van Wessel-Kroeze, Amsterdam 2000.

b) 8 a3 (to make room for the bishop on a2 if ...♔a5) 8...♖e7 9 ♔d5 ♔xd5 10 ♔xd5 ♔d7 11 c3 0-0-0 12 ♖e2 g6 13 b4 ♔b6 14 fxg6 fxg6 15 ♔e3 ♔xe3 16 ♖xe3 ♔b8 17 0-0, and White had a slight plus in Emms-Olesen, Hillerød 1995.

8...♔a5

Smejkal decides to exchange the light-squared bishop before it becomes involved in an attack. A popular alternative is 8...♔d4 in preparation of ...c7-c6.

### Game 34

### Conquest-Smejkal German Bundesliga 1996

1 e4 e5 2 ♔c3 ♔f6 3 ♔c4 ♔c6 4 d3

Tomescu-Bracaglia, Padova 1999, continued 9 c3 ♙xf3+ 10 ♖xf3 c6 11 ♙xf6+ ♖xf6 12 g4 b5 13 ♜b3 ♜b7 14 h4 0-0-0 15 g5 ♖e7 16 f6 gxf6 17 gxh6 and the passed pawn on h6 proved to be a long-term problem for Black.

9 b4 ♙xd5

If 9... ♙xc4 then White is slightly better after 10 ♙xf6+ ♖xf6 11 bxc5 ♙a5 12 cxd6 cxd6 13 ♜b1.

10 bxc5



10... ♙f6?!

An invitation to complicate matters, when in fact Black should have opted for the clarity of 10... ♙xc4. For example, 11 exd5 ♙a5 12 ♜d2 b6 13 cxb6 (Conquest suggests 13 c6 ♜xf5 14 0-0 0-0 15 ♖e1 with unclear play) 13... cxb6 14 ♜xa5 bxa5 15 0-0 ♜xf5 16 ♙xe5 dxe5 17 ♜xf5 ♖xd5 18 d4! ♖xd4+ 19 ♖xd4 exd4 20 ♜e1+ when a draw is the likely outcome.

11 ♜b3 dxc5 12 ♙xe5 ♙xb3 13 axb3 ♖d4

Here 13... ♜xf5 14 ♜b2 (14 exf5! ♖d4 regains the piece) 14... ♜c6 15 0-0 0-0 16 ♖f3 gives White decent attacking chances for the sacrificed pawn.

14 ♜f4 ♙xe4 15 dxe4 ♖xe4+ 16 ♖e2 ♖xe2+ 17 ♜xe2 ♜xf5 18 ♜d2

White has the advantage because the extra piece can help to create threats against the king and ensure that the three extra black pawns do not easily advance.



18... ♜f6 19 ♙d3 0-0-0 20 ♜a5! ♜d7

Smejkal needs to advance his pawns to create a passed pawn and force White on to the defensive. However, patience is required because 20... g5? fails to 21 ♜xc7 ♖xc7 22 ♜xc5+ ♖b8 23 ♜xf5 and White wins.

21 ♜e1

A no-risk strategy in view of 21 ♜xc5, allowing Black counterplay after 21... ♜e4 22 ♜g1 f5.

21... ♜xd3 22 cxd3 ♜hd8 23 ♜xc5 ♜xd3+ 24 ♜c2 c6 25 ♜e7 ♜d7

The white initiative is difficult to resist and 25... ♜d7 is no improvement due to 26 ♜xg7! ♜xg7 27 ♜xd3 ♜xg2 28 ♜h5 and wins.

26 ♜e2 ♜d1 27 ♜d2 ♜f1 28 ♜a5 ♜d6 29 ♜c3 ♜a1 30 ♜e8+ ♜d7 31 ♜ce3!

*see following diagram*

It is easy to offer the bishop as a sacrifice when you can give mate next move! Conquest has played very precisely to ensure that Black has had no real chance to create trouble by advancing his pawns.



31...c5 32...3e7+ 33...c6 33...c8+ 34...d5

Or 33...3b5 34...3xb7+ 35...3xa5 35...3xc5 mate.

34...3c7 35...3a2+ 35...3d3 36...3xd6 37...3xb7 g5 38...3b6+ 39...3d8+ 40...3e5 41...3e8+ 42...3f5 41...3e2 42...3f2+ 43...3g4 43...3bxf6 h5 1-0

After 7 f5 Black has to be careful not to play passively, otherwise White will successfully launch a kingside pawn storm.

*Game 35*  
**Fedorov-Fyllingen**  
*Aars 1999*

1 e4 e5 2 3c3 3f6 3 3c4 3c6 4 d3 3c5 5 f4 d6 6 3f3 a6 7 3d5!?



I believe that this may be the best of the bunch at this point. It is far less analysed than the other moves and is hardly mentioned in any opening book.

7...3g4

Two other moves have been tried here:

a) 7...b5?! is premature because White has the possibility to generate play on the f-file. In the game Delanoy-Carrasco, Paris 1994, Black was crushed after 8 3xf6+ 3xf6 9 3d5 3b7 10 fxe5 dxe5 11 3f1 0-0 (11...3e7 12 3g5 f6 13 3e6 is good for White) 12 3g5 1-0.

b) Al.Sokolov-Karpatchev, Novgorod 1998, demonstrates the perils if Black castles kingside early. That game went 7...3xd5 8 3xd5 0-0 9 f5 3d4 10 c3 3xf3+ 11 3xf3 c6 12 3b3 b5 13 h4 (the start of the standard kingside pawn avalanche) 13...3h8 14 g4 3a7 15 3g5 f6 16 3d2 d5 17 0-0 a5 18 g5 a4 19 3c2 d4 20 3h5 dxc3 21 bxc3 3a3+ 22 3b1 3b6 23 3dg1! 3g8 (after 23...b4 an all-out attack wins after 24 g6! bxc3+ 25 3b3 h6 26 3xh6 c2+ 27 3xc2 axb3+ 28 3d1 gxb6 29 3xh6+ 3g8 30 g7) 24 gxf6 3xf6 25 3e8+ 3f8 26 3xe5 b4 27 3h6 3f7 28 3xg7+ 1-0.

8 c3

The point of moving the knight early is to facilitate the text, controlling the d4-square and introducing the option of b2-b4.

8...3h5!?

An interesting way of keeping the tension by leaving the white knight on d5 in order to block the white bishop on c4. Black castled early with 8...0-0 in Laird-Sharif, Jakarta 1978, and withstood the attack after 9 f5 3b8? 10 h3 (perhaps 10 3g5!?) 10...3xf3 11 3xf3 3xd5 12

♗xd5 c6 13 ♗b3 a5 (Black has to challenge the bishop on b3, otherwise White can simply march his kingside pawns forward) 14 ♖g4 ♖h8 15 ♗g5 f6 16 ♗d2 with equal chances.

9 f5!



After this move White's space advantage is evident and Black's knight on h5 looks misplaced. Perhaps Black had taken too much notice of the game Csoke-Lendvai, Budapest 1993, where White had continued with the slow 9 ♖e2! and failed to do anything against the knight on the edge of the board. There followed 9...0-0 10 b4 ♗a7 11 f5 b5 12 ♗b3 a5 13 ♗e3 axb4 14 ♙xb4 ♙xb4 15 cxb4 ♙f4! (the knight finally returns to the action) 16 ♗xf4 exf4, when Black's bishop on a7 was a monster.

9...h6

Black wants to play 9...♙e7, but 10 ♗g5! f6 11 ♗d2 leaves the knight on h5 with no retreat.

10 b4!

An accurate approach. White would like to play 10 ♗e3 immediately to facilitate castling kingside, but 10...♙a5! would dampen his attacking prospects.

10...♗a7 11 ♗e3 ♙e7

11...♗xc3 12 ♙xe3 ♗xg4 13 ♖xf3 ♙f6 14 0-0 0-0 15 ♖h1!, intending g2-g4, also favours White.

12 ♗xa7 ♙xd5 13 ♗xd5 ♖xa7 14 0-0 ♙f4 15 ♗b3 h5!?

It is probably better to co-ordinate the rooks with 15...♖a8, although White is still better after 16 d4 ♖e7 17 ♖d2.

16 d4 ♖e7 17 ♖d2 h4 18 ♖ae1 ♗xf3 19 ♖xf3 ♖g5 20 ♖d1 f6 21 ♖h1 ♖h6

The ploy of undermining the pawn chain with 21...g6? runs into 22 fxe6 ♖xe6 23 dxe5 fxe5 24 ♖xf4! exf4 25 ♖d4 and White wins one of the black rooks.

22 ♖df1 g6 23 dxe5 fxe5 24 ♖xf4 exf4 25 ♖xf4



The exchange sacrifice works because White can advance the f-pawn to put the black king under pressure, and it certainly helps that the rook on a7 is a spectator to the proceedings.

25...gxh5 26 exf5 ♖f8 27 h3 c6?

In a difficult position Black goes astray. 27...♖a8 is forcibly met by 28 ♖d5, but 27...b6! would have kept the game going, though White still has a large advantage according to Fedorov after 28 ♗e6 ♖f6 29 ♖g4 ♖h8 30 ♖g6 ♖e5 31 ♗d7! ♖a8 32 ♖e6 ♖g7 33 ♖e3.

28 ♖e6 d5 29 ♚d4 ♜a8 30 ♚g4 ♜f6 31 ♚g8+ 1-0

7 ♖d5 is an enterprising move to kick-start White's attacking options. There is an old saying that 'Knights on the rim are dim' and 8...♖h5 fails to challenge this concept.

*Game 36*  
**Mitkov-Rocha**  
*Porto 2000*

1 e4 e5 2 ♖c3 ♖f6 3 ♖c4 ♖c6 4 d3 ♖c5 5 f4 d6 6 ♖f3 ♖a5

Black wishes to exchange the light-squared bishop, which is usually such an important part of the white attack.

7 ♖b3 ♖xb3

If 7...a6 to provide room for the dark-squared bishop to retreat then White could answer with 8 ♜e2 transposing to the main game. However, in Sobjerg-Pedersen, Aarhus 1994, White tested another idea, 8 ♚f1. That game went 8...♖xb3 9 axb3 ♜e7 10 fxe5 dxe5 11 ♖g5 ♜d6 12 ♜d2 ♖b4 13 ♖h4 when White had good play on the f-file.

8 axb3 a6 9 ♜e2 ♜e7 10 ♖e3



Mitkov wishes to exchange the well-placed bishop and keep open the option

of f4xe5 to open the f-file. In the game Lemmers-Klip, Enschede 1995, Black wisely chose to castle queenside rather than walk into a pawn storm on the kingside and experienced few problems after 10...♖d7 11 ♖e3 ♖xe3 12 ♜xe3 0-0-0 13 0-0 g6 when the position generates equal chances.

10...♖xe3 11 ♜xe3 ♖d7 12 fxe5 ♖g4

Rocha is alert to the peculiarities of the position, because the obvious 12...fxe5 is well answered by 13 ♜g5! winning a pawn.

13 ♜d2 ♖xe5 14 ♖d5 ♖xf3+ 15 gxf3 ♜d8 16 ♜c3 0-0



This seems to be asking for it, but Black had little choice in the matter due to the pressure on g7. White has a simple attacking method of doubling rooks on the g-file to keep his opponent on the defensive.

17 0-0-0 c6 18 ♚hg1 f6 19 ♖f4 ♜e7 20 ♖h5

White continues to probe the kingside pawn barrier for weaknesses and makes room for f3-f4-f5.

20...♚f7 21 f4 d5 22 ♚g2 ♖h8 23 f5?

Mitkov was a little careless here. He should have preferred 23 ♚dg1, when 23...♚g8 24 ♖f4 transposes back into the



game.

**23... dxe4 24 dxe4 ♚g8?**

Black should go for it with 24... ♙xe4!, when 25 ♚xg7 ♚xg7 25 ♙xf6 (25 ♜xg7 is well met by 25... ♜xf5, because White cannot take on f6 due to the threat of mate on c2) 25... ♙e3+ 26 ♜b1 ♚ag8 27 ♚xd7 ♙e1+ 28 ♜a2 ♙a5+ 29 ♜b1 ♙e1+ results in a draw by perpetual check.

**25 ♜f4 ♚e8**

After 25... ♙xe4 then 26 ♜g6+ hxg6 27 ♙h3 is mate.

**26 ♜g6+**



This knight thrust as a classic attacking weapon. The knight is given up in order to open the h-file and secure a hold on g6.

**26... hxg6 27 fxg6 ♜g8**

Or 27... ♚f8 28 ♙h3+ ♜g8 29 ♙h7 mate.

**28 ♙g3 f5 29 ♙h3 ♙e6 30 ♙h7+ ♜f8 31 gxh7 ♙xf7 32 ♙h8+ ♜e7 33 ♙xg7 1-0**

The decision to exchange the light-squared bishop with 6... ♜a5 is understandable in view of the fact that this piece is usually an integral part of the white attack. However, Mitkov demonstrates that White has a small but lasting initiative in this line.

*Game 37*  
**Fedorov-Norri**  
*Pula 1997*

**1 e4 e5 2 ♜c3 ♜f6 3 ♜c4 ♜c6 4 d3 ♜c5 5 f4 d6 6 ♜f3 ♜e6**

Black wishes to relieve the pressure against f7 by offering the exchange of bishops.

For those who are interested in transpositions, the actual move order in the game was 1 e4 e5 2 f4 ♜c5 3 ♜f3 d6 4 ♜c3 ♜f6 5 ♜c4 ♜c6 6 d3 ♜e6.

**7 ♜b5!**

The knight is pinned to good effect. Note that this is not a waste of a move because the bishop on e6 is not well positioned. In Hallenberg-Hermlin, Raahe 1997, White opted for 7 ♜d5, which led to a series of exchanges after 7... ♜xd5 8 exd5 ♜d4 9 c3 ♜xf3+ 10 ♙xf3 0-0 11 fxe5 ♜d7! 12 ♜f4 (after 12 exd6 ♚e8+ White is obliged to move the king and forfeit the chance of castling) 12... dxe5 13 ♜g3 ♙g5 and Black had made it awkward for White to castle on either side of the board.



**7... a6**

It is worth noting that 7...♗d7 is met by 8 ♖a4 transposing to Game 71 with both sides having played an extra move.  
**8 ♗xc6+ bxc6 9 f5**

Also possible is 9 fxe5 dxe5 10 ♖e2, intending ♗e3 and kingside castling.  
**9...♗d7**



#### 10 ♖e2

An improvement on the game Salmenau-Norri, Helsinki 1994, where White played 10 ♗g5 to pin the knight. Black responded with 10...♖b8, ignoring the threat to double the f-pawns which is not so critical when he has not castled kingside. There followed 11 ♖a4 ♗a7 12 ♗xf6 gxf6 13 ♖d2 ♗g8 14 0-0-0 ♖b5 15 b3 a5 16 g3 ♗b8 17 ♗he1 ♖b4 18 ♖xb4 axb4 with an equal ending.

#### 10...♖b8

A distinct echo of the previous note where Norri was successful by transferring the queen to the b-file and exchanging queens. In this case, the difference is that Fedorov has more options because he not yet moved his dark-squared bishop.

#### 11 ♖d1!

Fedorov considers that 11 b3 ♗b4 12 ♗d2 a5 gives Black reasonable chances.

#### 11...♖b5 12 c3 a5



Black has to know what he is doing in such a position because there is little room for manoeuvre. In this case preparation is made to activate the light-squared bishop with ...♗c8-a6.

#### 13 ♗e3 ♗c8 14 0-0 ♗a6

After 14...♖xe4? White can break the pin with 15 c4 and win a piece.

#### 15 c4 ♖b6 16 ♗h1 ♗xe3 17 ♖xe3 ♖d7?

Black is trying to find suitable squares for his pieces but it is a slow process. 17...0-0?! walks into a very strong attack after 18 g4. A better idea is 17...0-0-0, when White has 18 ♗ab1 (18 g4?! d5! 19 exd5 cxd5 20 g5 c4 and the exposed white king is a cause for concern) 18...♗he8 19 b4! a4 20 ♗fc1? h6 21 b5 cxb5 22 cxb5 ♗xb5 23 ♖b2 ♖xc3 24 ♖xb5 with a strong attack according to Fedorov.

#### 18 g4 f6 19 g5 0-0-0 20 ♗g1 ♖c5 21 gxf6 gxf6 22 ♗g7 d5 23 exd5 ♗he8 24 ♗d1

Not 24 ♗xh7 e4 25 dxe4 ♖xe4 with counterplay for Black.

#### 24...e4 25 dxe4 ♖xe4 26 ♖d4!

The knight threatens ♖xc6 and ♖e6 and that is too much for the flimsy black defences.



26...cxd5 27 ♜e6 d4 28 ♜d5 ♝xd5 29 ♞xe4 ♙xc4 30 ♝c1 ♙xa2 31 ♜xc7 1-0

The logic behind 6...♙e6 (to exchange bishops) cannot be faulted, but the simple 7 ♙b5 gives White an edge.

*Game 38*  
**Hebden-Martinovsky**  
*London 1986*

1 e4 e5 2 f4 ♙c5 3 ♜f3 d6 4 ♜c3 ♜f6  
5 ♙c4 ♜c6 6 d3 0-0

An invitation for White to attack.



7 f5!

Now that Black has castled early White is happy to close the position in anticipation of advancing his kingside

pawns. The alternative is to exchange the dark-squared bishop with 7 ♙a4, which led to a balanced position after 7...♙b6 8 ♜xb6 axb6 9 fxe5 ♜xe5 10 ♜xe5 dxe5 11 ♙g5 ♞d6 12 ♞e2 ♙g4 13 ♞d2 h6 14 ♙xf6 ♞xf6 15 ♞f2 in G.Horvath-Zsinka, Balatonbereny 1994.

7...h6

A precaution against the pin with ♙g5. Black has also tried:

a) 7...♙a5 8 ♙g5 c6 9 a3 ♜xc4 10 dxc4 h6 11 ♙h4 a5 12 ♞d2 a4 13 g4! (a strong attacking theme in this line when the knight is pinned) 13...♞b6 14 ♙xf6 gxf6 15 ♞xh6 ♞xb2 16 ♜d2 ♙d4 17 ♜e2 1-0 Nun-Lehner, Oberwart 1992.

b) 7...♙d4 8 ♙g5 c6 9 a3 h6 10 ♙h4 b5 11 ♙a2 a5 12 g4! g5 13 fxe6 ♙xe6 14 ♙xf7+ ♜g7 15 ♜xd4 ♙xd4 16 ♜e2 ♙xb2 17 ♝b1 ♙c3+ 18 ♜f2 ♙xe4+ 19 dxe4 ♞xh4+ 20 ♜g2 ♞h3+ 21 ♜g1 ♞c3+ 0-1 Fischer-Puto, Cicero simultaneous 1964. This game is fairly well known and White can follow the legendary former world champion's play with confidence. Just remember to improve with 16 ♙xf6+ ♞xf6 17 ♞xg4 ♞f2+ 18 ♜d1 and you will pick up an easy point.



8 ♜d5!

It is imperative that White plays posi-

tively by preparing g2-g4. Numerous players have opted for 8 ♖e2 with the idea of ♗e3 and castling kingside. That is all very well, but after 8...♙d4! 9 ♙xd4 exd4 10 ♙a4 ♗xf5 Black wins a pawn due the threat of ...♞e8 pinning the queen.



8...♙d4 9 ♙xf6+ ♖xf6 10 ♙xd4 ♗xd4  
11 c3 ♗b6 12 ♖h5 c6

Martinovsky needs to open up the centre, otherwise g2-g4-g5 is fatal.

13 ♚f1

The immediate 13 g4! is probably better.

13...d5 14 exd5 e4! 15 d4

On 15 dxe4 comes 15...♞e8 16 ♖g4 h5! 17 ♖f4 ♖xf5! 18 ♞xf5 ♞xe4+ 19 ♖f1 ♞xc4 20 ♞xh5 ♞e8, intending ♞e4, when Black has sufficient compensation for the pawn.

15...c5 16 g4 e3 17 dxc5 ♗xc5 18 ♗e2 b5 19 ♗d3

Or 19 ♗xb5 when Black can try to go after the white king with 19...♗a6.

19...♞e8 20 g5 hxg5

The ending arising from 20...♖xg5 benefits only one person and it is not Black. For instance, 21 ♖xg5 hxg5 22 b4 ♗b6 23 ♗xb5 ♞e5 24 ♗d3 ♗b7 (24...♗xd5? 25 ♗e4) 25 c4 and wins.

21 ♚f3 ♗d7 22 b4



It would make no sense to expose the white king with 22 ♗xe3 because Black is better after 22...♗xe3 23 ♞xe3 ♗xf5 24 ♖f3 ♞xe3+ 25 ♖xe3 ♗xd3+ 26 ♗xd3 ♞d8.

22...♖xc3

Or 22...♗xb4? 23 cxb4 ♖xa1 24 f6 gxf6 25 ♖h6! f5 26 ♗xf5 ♗xf5 27 ♞xf5 f6 28 ♖g6+ ♖h8 29 ♚f3 g4 30 ♚f5 and mates.

23 ♚h3 ♗f8 24 bxc5 ♖xa1 25 ♗xe3 ♖xa2+ 26 ♗f1 ♖a1+ 27 ♗f2 ♖a2+ 28 ♗e2 ♖xd5?

One can hardly blame Martinovsky for avoiding the immense complications of 28...♗xf5, as after 29 ♖h8+ (not 29 ♚f3? ♖xd5 30 ♖h8+ ♖e7 31 ♗xg5+ ♖e6! 32 ♖xg7 ♖xc5+ 33 ♞e3+ ♖d6 and White has sacrificed too much material) 29...♖e7 30 ♖xg7 ♖xd5 31 ♗xg5+ ♖d7 32 ♗xb5+ ♖c8 33 ♞e3 White has all of the winning chances.

29 ♖h8+ ♖e7 30 ♖xg7 ♗d8 31 ♖xg5+ ♖c8 32 ♚h6 ♖xf5+ 33 ♖xf5 ♗xf5 34 ♗xb5 ♗xe3 35 ♗xe3 ♞b8? 36 ♞c6+?

The bishop ending after 36 ♚h8+ ♖e7 37 ♞xb8 ♖xb8 38 h4 is winning for White.

36...♗d8 37 ♗c4 ♗g6 38 ♞a6 ♞b7

39 ♜d4 ♜c7 40 ♜d5 ♜b4+ 41 ♜c3  
 ♜h4 42 ♜xa7+ ♜b8 43 ♜e7 ♜xh2 44  
 c6 ♜c2+ 45 ♜d4 f6 46 ♜b7+ ♜c8  
 47 ♜e6+ ♜d8 48 ♜d7+ ♜c8 49  
 ♜g7+ ♜d8 50 ♜xg6 ♜xc6



The ending with a piece minus should be drawn for Black with correct play but that is far from easy.

51 ♜f5 ♜e7 52 ♜g7+ ♜f8 53 ♜a7 ♜c1  
 54 ♜d5 ♜e1 55 ♜d6 ♜e2 56 ♜e6 ♜b2  
 57 ♜f7+ ♜e8 58 ♜xf6 ♜b6+ 59 ♜e5  
 ♜b5+ 60 ♜d5 ♜e7 61 ♜f7+ ♜e8 62  
 ♜f6 ♜e7 63 ♜a6 ♜b1 64 ♜a7+ ♜f8 65  
 ♜e6 ♜e8 66 ♜f6 ♜f1+ 67 ♜f5 ♜d8??

Endgame experts will point out that 67...♜d1 draws.

68 ♜d7+ ♜e8 69 ♜d2 ♜f3 70 ♜c2 1-0

6...0-0 is a controversial choice because 7 f5 seems to seal the position in preparation for White's kingside attack. In fact, Black can create some counterplay by expanding in the centre but it is still a somewhat risky path.

## Summary

After 5 f4 d6 6 ♖f3 Black's most common reaction is probably 6...♗g4 to exchange one of White's attacking pieces. In Game 29 I managed to win quickly after my opponent failed to cope with the complications, but it could be argued that 9 ♖g3 (Game 28) is an even better response.

Nowadays 6...a6 is regarded as Black's most solid choice and Games 32-35 give various examples of how White can reply. Both the aggressive 7 ♖f1 (Game 32) and 7 ♖d5 (Game 35) are worth exploring.

In Game 36 Black deprives his opponent of the bishop on c4 by exchanging it with ...♗a5 and as a result the attack is slowed down. A glance at Game 37 shows that 6...♗e6 is rebuffed by 7 ♗b5 when White has done very well in practice. Black sometimes goes for 6...0-0, but Game 38 demonstrates that after 7 f5 White can engineer a strong kingside attack.

1 e4 e5 2 ♖c3 ♗f6 3 ♗c4 ♗c6 4 d3 ♗c5 5 f4 d6 6 ♖f3

6...♗g4

6...a6 (D)

7 ♖f1 – Game 32; 7 fxe5 – Game 33; 7 f5 – Game 34; 7 ♖d5 – Game 35

6...♗a5 – Game 36

6...♗e6 – Game 37

6...0-0 – Game 38

7 ♗a4 (D)

7 h3 – Game 31

7...♗xf3

7...♗b6 – Game 30

8 ♖xf3 ♗d4 (D) 9 ♖g3

9 ♖d1 – Game 29

9...♗xc2+ – Game 28



6...a6



7 ♗a4



8...♗d4

## CHAPTER FOUR

### 2...♘f6 3 ♖c4 ♘c6 4 d3: Other Fourth Moves for Black



#### 1 e4 e5 2 ♘c3 ♘f6 3 ♖c4 ♘c6 4 d3

The development of both knights enables Black to delay committing his dark-squared bishop until he has seen how White plans to develop. Apart from 4...♗c5, which was considered in the previous chapter, Black has two main paths in this position: 4...♖a5 and 4...♗b4. It is quite logical to play 4...♖a5, attempting to exchange White's light-squared bishop, but in general White emerges from the opening with an initiative, as we see in Games 39-43. The main alternative is 4...♗b4, preparing ...d7-d5, as in Games 44-46, when the latter two examples deal with White's most adventurous reply, 5 ♗g5.

White generate an attack. White will be deprived of the bishop pair but instead will be able to exert some control over the centre.



#### 5 ♗g5

The alternatives 5 ♗e2? and 5 ♗b3 are considered in Games 42 and 43 respectively. White has also experimented with:

a) 5 ♗f3 (a speciality of the Australian No.1, Ian Rogers) 5...♗xc4 6 dxc4 and now:

a1) 6...♗b4 7 ♗ge2 d6 8 h3 ♗c6 9 b3 ♗d7 10 0-0 0-0 11 ♗g3 ♗f6 12 ♗xf6 ♗xf6 13 ♗b2 c6 with equal play in

#### Game 39 Arnason-Howell Hafnarfirdi 1992

#### 1 e4 e5 2 ♘c3 ♘f6 3 ♖c4 ♘c6 4 d3 ♖a5

The idea of exchanging the light-squared bishop is logical in view of the role this piece often plays in helping

Rogers-Tunasly, Singapore 1997.

a2) 6...d6 7 ♖ge2 ♗g4 8 ♖g3 ♗xe2 9 ♗xe2 (in this closed position White can just about get away with not being able to castle) 9...♗e7 10 ♗d1 0-0 11 ♗f1 ♖d7 12 ♗g1 (the shuffle castle method has worked and Rogers has no immediate problems) 12...♖e6 13 b3 c6 14 a4 ♗d8 15 a5 a6 16 h3 ♗c7 and the position was equal in Rogers-Beliavsky, Polanica Zdroj 1996.

b) 5 ♗g5 c6 6 ♖d2 h6 7 ♗xf6 ♖xf6 8 ♖ge2 ♗e7 9 a3 ♖xc4 10 dxc4 0-0 11 0-0 d6 12 ♖d1 ♗e6 13 ♖e3 ♖g5 14 ♗ad1 g6 15 ♖d3 ♗ad8 16 ♗h1 h5 17 ♗d2 ♖h6 18 ♖g1 f5 19 exf5 gxf5 20 g3 d5 with an advantage for Black due to his central pawn mass and pair of bishops in R.Pohle-Vladimirov, Shenyang 1999.

c) 5 f4 ♖xc4 6 dxc4 ♗b4 7 ♖d3 0-0 (7...d6!? looks more solid) 8 ♖ge2 ♗e8 9 0-0 exf4 10 ♗xf4 ♖e7 11 ♗h1 ♗xc3 12 ♖xc3 ♖c5 13 ♗e3 ♖c6 14 ♗d4 ♗e6 15 ♗f4 ♖e8 16 ♗af1 1-0 Mirkov-Cela, Maia 1991.

#### 5...♖xc4

5...c6 (Game 41) is the main alternative, but Black has a couple of other tries as well:

a) 5...d6 (this position can also arise after 1 e4 d6 2 ♖c3 e5 3 ♗c4 ♖f6 4 d3 ♖c6 5 ♖ge2 ♖a5) 6 ♖g3 ♖xc4 7 dxc4 ♗e6 8 ♖d3 g6 9 h4 c6 10 h5 ♗e7 11 hxg6 fxg6 12 ♗h6 ♖c7 13 ♖f1 0-0-0 14 ♖e3 ♖h5 15 g3 ♗f8 16 ♗xf8 ♗hx8 17 ♖e2 ♗g8 18 0-0-0 led to equal chances in Kogan-Beliavsky, Nova Gorica 2000.

b) 5...♗e7 6 0-0 0-0 7 ♖g3 d6 8 a4 (or 8 f4 exf4 9 ♗xf4 c6, intending ...d7-d5 with equality) 8...♖xc4 9 dxc4 c6 10 ♖d3 (perhaps 10 d3) 10...♗e6 11 ♗g5

♖d7 12 ♗xe7 ♖xe7 13 ♗fd1 ♖c5 14 ♖xd6 ♖xd6 15 ♗xd6 ♗xc4 16 b3 ♗e6 17 ♗ad1 and the ending was equal in Mirumian-Hebden, Cappelle la Grande 1997.

#### 6 dxc4



#### 6...d6

The more active 6...♗c5 is considered in the next main game, but Black also has some other options:

a) 6...♗e7 7 0-0 (perhaps 7 ♖d3!?) 7...0-0 8 ♖g3 d6 9 f4 exf4 10 ♗xf4 c6 11 b3 ♗g4 12 ♖d2 ♖h5 13 ♖xh5 ♗xh5 14 ♗ae1 ♗f6 15 ♖d1 ♗e5 16 ♖e3 ♗g6 17 ♖f5 ♗xf5 18 exf5 led to an equal position in J.Kristiansen-Svidler, Copenhagen 1991.

b) 6...g6 7 ♖d3 (7 0-0, intending f2-f4, should be tested) 7...d6 8 f3 ♗e6 9 ♗e3 ♖d7 10 0-0-0 b6 11 ♗b1 ♖c5 12 ♗xc5 bxc5 13 ♖d5 ♗g7 14 ♖a3 c6 15 ♖e3 ♖c7 16 ♗d3 0-0 17 ♗hd1 ♗ad8 18 ♖c1 f5 when Black was on the verge of opening up the position in favour of his pair of bishops in Carlier-Rozentalis, Antwerp 1993.

#### 7 0-0 ♗e7

A popular choice, but naturally 7...♗e6 is a playable alternative. In Sobjerg-Pedersen, Aarhus 1995, the game



was equal after 8 b3 ♜e7 9 ♟g3 c6 10 a4 0-0 11 ♜b2 ♞c7 12 ♞e2 ♞ad8 13 ♞ad1. 8 b3

Scavo-Isler, Lugano 1999, saw instead 8 ♞d3 0-0 9 ♟g3 ♞e8 10 f4 exf4 11 ♜xf4 ♜e6 12 ♟d5 ♟g4 13 ♟h5 ♜xd5 14 exd5 ♟f6 15 ♟g3, when White had a space advantage.

8...0-0 9 ♟g3 g6

Howell wishes to stop a white knight from occupying the f5-square. In the celebrated game Larsen-Portisch, Porec 1968, Black tried 9...c6, but White won in style after 10 ♜b2 ♞a5? 11 ♞e1 (intending 12 ♟d5) 11...♞c7 12 a4 ♜e6 13 ♞d1 a6 14 ♞e2 ♜g4 15 f3 ♜d7 16 ♟h1 ♞ab8 17 ♟f5 ♜xf5 18 exf5 ♞fe8 19 ♞d2 ♞bd8 20 ♞fd1 ♟h5 21 ♜a3 ♟f4 22 ♞f2 ♞a5 23 ♟e4! d5 24 ♜xe7 ♞xe7 25 ♞h4 ♞ed7 26 g3 ♟e2 (26...dxe4 27 ♞xd8+! ♞xd8 28 ♞xd7 wins) 27 f6! ♞b4 28 ♞g4! 1-0.

10 ♜h6 ♞e8



11 h3

Essential because 11 f4? fails to 11...♟g4, hitting the bishop on h6.

11...♜e6 12 ♞d2 ♟d7 13 ♞ad1

It is easy to formulate a standard plan for White: always swinging a rook to d1 in order to put pressure on the d-file.

13...♜f8 14 ♟h2 ♜g7 15 ♜xg7 ♟xg7 16 ♟ce2 a6 17 a4

Arnason is quick to quell any queen-side activity by stopping ...b7-b5.

17...♜f8 18 a5 ♜g8 19 ♟c3 ♞h4 20 f4 exf4 21 ♞xf4 ♞g5 22 ♟f5!



The knight excursion is an elaborate way of attempting to occupy d5 while gaining time on the clock.

22...♞ae8

22...gxf5 is greeted by 23 ♞g4! and the black queen will leave the board.

23 ♞df1 ♟e5 24 ♟e3 ♟d7 25 ♟f5 ♟e5 26 ♟h1

Declining the offer to repeat moves, 26...♟h8 27 ♟e3 ♟d7 28 ♟cd5 ♜xd5 29 ♟xd5 c6 30 ♟e3 ♞e7 31 ♟g4 ♞d8 32 ♞d1 ♞g5?



Howell walks into a little trap. A better course of action is 32...h5 33 ♖e3 ♜e5 with equal prospects.

33 ♜xf7! ♜xd2 34 ♜xf8+ ♜xf8 35 ♜xd2

White is now a pawn up with a winning ending.

35...♜e6 36 ♔g1 h5 37 ♜f2 ♔g7 38 ♜d3 ♜f8 39 e5 dxe5 40 ♜f2+ ♔e8 41 ♜xe5 ♜d1+ 42 ♜f1 ♜xf1+ 43 ♜xf1 g5 44 ♔e2 ♔e7 45 ♔e3 ♔f6 46 ♜d3 h4 47 ♔e4 g4 48 hxg4 ♔g5 49 ♜f2 ♜f8 50 ♔f3 1-0

The introduction of 6...d6 and 7...♜c7 gives Black a solid position, but White retains a slight initiative.

*Game 40*  
**Short-Karpov**  
*Tilburg 1991*

1 e4 e5 2 ♜c3 ♜f6 3 ♜c4 ♜c6 4 d3 ♜a5 5 ♜ge2 ♜xc4 6 dxc4 ♜c5

A more active approach. The bishop homes in on f2.

7 0-0 d6 8 ♜d3

A familiar developing move to make room eventually for a rook to come to d1.

Mitkov-Izeta Txabarri, Elgoibar 1995, continued instead 8 ♜g3 ♜e6 9 b3 ♜d4 10 ♜d3 h5 11 ♜ge2 ♜b6 12 a4 a5 13 ♜e3 ♜xe3 14 ♜xe3 ♜g4 15 ♜d3 g5 16 c5! dxc5 17 ♜b5+ c6 18 ♜xb7 ♜d7 19 ♜ad1 ♜f6 20 ♜d6 0-0 21 ♜fd1 h4 22 ♜xd7 ♜xd7 23 ♜xd7 ♜xd7 24 ♜xd7, when White converted his material advantage into a win.

8...♜c6 9 b3 ♜e6 10 ♜a4 ♜d7

If 10...♜b6?!, then 11 ♜a3 ♜c7 12 ♜ad1 puts too much pressure on the d6-pawn and the position is better for

White.



11 ♜xc5 ♜xc5 12 ♜e3 b6! 13 f4 f6 14 ♜a3 ♜b7 15 ♜c3

Karpov suggests 15 f5!?, preserving a small advantage.

15...♜c7 16 ♜ad1 0-0-0 17 ♜b2 ♜d7 18 a4?!

Once again 18 f5 should be tried to keep the position closed and under control. Now Karpov gets the chance to unbalance things by manoeuvring his bishop to g6 and doubling rooks on the e-file to attack the pawn at e4.

18...exf4 19 ♜xf4 ♜f7 20 ♜a3 ♜e8 21 a5 bxa5 22 ♜d4 ♜e5 23 ♜fd1 ♜g6 24 h3 ♜d8 25 ♜f2 ♜e7 26 ♜c1



26...♜e7?!

Karpov demonstrates that 26...c5! is

bad news for White. For instance, 27 ♚d5 (27 ♟d5 ♞e8 28 ♚d2 ♜xe4 29 ♜b2 ♚e6 30 ♟f4 ♚e7 and the rook escapes the attentions of the white pieces) 27...♜xe4 28 ♚xe5 ♞xe5 29 ♜b2 ♞f5! and Black is better.

27 ♜f4 ♟c5

The trouble with 27...♟c5! is that now the bishop on f4 helps to attack the vulnerable d6-pawn, and after 28 ♚d2 ♜xe4 29 ♟b5 Short has good attacking opportunities.

28 ♞g3 ♟xe4 29 ♟xe4 ♚xe4 30 ♚xd6 ♚xd6 31 ♜xd6 ♟d7?

Karpov prefers 31...♞d8!? to keep guard of the a5-pawn.

32 ♚d2 ♜b7 33 ♞c3 ♞f5 34 ♜g3 ♚e7 35 ♞d4 ♞c8 36 ♞d6 ♚f7 37 ♜h2 ♜e4 38 ♞c5 ♚d7 39 ♚e2 f5 40 ♞xa5 ♞d8 41 ♞b4+ ♞b6 42 ♞f8 ♞d8 43 ♞c5 g5 44 ♞b4+ ♞b6 45 ♞f8 ♞d8 46 ♞b4+ ♞b6 47 ♞f8 ♞d8 ½-½

After 5...♟e2, in return for conceding the bishop pair White exerts a certain amount of control over the centre. Even Karpov was unable to equalise in this example.

*Game 41  
Mirumian-Wells  
Berlin 1999*

1 e4 e5 2 ♟c3 ♟f6 3 ♜c4 ♟c6 4 ♟c3 ♟a5 5 ♟ge2 c6

Black controls the d5-square and proposes to expand on the queenside with ...b7-b5. The emphasis is not on a quick ...d7-d5 because White would then exchange pawns on d5, follow up with ♜b5+ and then try to undermine the central pawns. (The actual move order of

the game was 1 e4 e5 2 ♜c4 ♟f6 3 d3 ♟c6 4 ♟c3 ♟a5 5 ♟ge2.)



6 a4

White puts a block on b7-b5. A number of different ideas have been explored at this juncture:

a) 6 a3 (White intends to meet 6...b5 with 7 ♜a2) 6...♟xc4 7 dxc4 d6 8 ♞d3 ♜e7 9 ♜g5 h6 10 ♜xf6 (10 ♜h4!? should be considered) 10...♜xf6 11 ♚d1 ♜e6 12 b3 ♞a5 13 a4 ♚d8 14 0-0 0-0 15 ♞f3 ♜g5 16 ♟g3 g6 17 ♚d3 f5 and Black had the better chances in Tomescu-Godena, Saint Vincent 1999.

b) 6 0-0 b5 7 ♜b3 b4 8 ♟b1 ♟xb3 9 axb3 d5 10 ♟g3 (10 ♟d2!? is also possible) 10... dxe4 11 ♟xe4 ♟xe4 12 dxe4 ♞c7 13 ♞h5 ♜c5 14 ♟d2 gave White an edge in Lemmers-Geenen, Belgian Team Championship 1998

6...♟xc4

If Black fails to exchange pieces then the bishop will go to a2, leaving the knight on a5 looking rather silly.

7 dxc4 ♜c5 8 0-0

Kuijff-Onischuk, Wijk aan Zee 1996, saw White play more energetically with f2-f3, intending to open up the possibility of throwing his kingside pawns forward if Black castle kingside. After 8...d6

9 ♖d3 ♗c6 10 b3 a5 11 ♗c3 ♖b6 12 ♗xc5 ♖xc5 13 0-0-0 0-0-0 the position was equal.  
8...d6 9 ♖d3



If in doubt, put the queen on d3. This move is a common feature of White's middlegame plan of protecting the c4-pawn and putting pressure on the d-file. 9...♗e6 10 b3 0-0 11 ♗e3 ♗b4 12 ♖ad1 ♗e7 13 ♖a2 ♗a5 14 ♗g5 h6

Wells could have played 14...♖ad8 to defend the d-pawn but instead sacrifices it in order to seek winning chances with the help of his more active pieces.



15 ♗xf6 ♗xf6 16 ♖xd6 ♖fd8 17 ♗a3 ♗g4 18 ♖ac1 ♗xd1 19 ♖xd1 ♖d8 20 ♖d3!

After 20 ♖xd8?! ♖xd8 the black

queen will invade the white camp on d1 or d2 with the better game.

20...♖xd3 21 cxd3 ♗g5 22 ♖b2 ♗b6 23 ♖c2 ♗c5 24 ♖a2 a5 25 ♖ac3

Mirumian has successfully held off the attack but it is difficult to make progress. His poorly-placed pieces prevent him from converting the extra pawn into a victory.

25...h5 26 ♖c1 ♗f6 27 ♗f1 h4 28 h3 ½-½

5...c6 with the idea of ...b7-b5-b4 is a reasonable system. The soundest reply seems to be 6 a4 with roughly equal play.

### Game 42

#### Zubarev-Romanishin

Donetsk Zonal 1998

1 e4 e5 2 ♗c4 ♖f6 3 d3 ♖c6 4 ♖c3 ♖a5 5 ♗e2?!

White simply wants to castle queenside and then attack on the kingside. This is a risky decision against a world-class player like Oleg Romanishin, but sometimes an obscure line can confuse even the most talented opponent.



5...♗e7

The more active 5...♗c5 followed by ...d7-d6 should be considered.

## 6 ♖f3 d6 7 ♗d2

In the game Weyrich-Hector, German Bundesliga 1996, White played 7 h3 and found a way to create complications straight from the opening. The game went 7...0-0 8 ♗e3 c6 9 ♗b3 d5 10 ♗g5 h6 11 ♗h4 ♖h5! 12 ♗xe7 ♗xe7 13 g3 ♖f6 14 g4, when White had some attacking chances in return for a weak pawn structure.

## 7...0-0 8 h3 a6?!

It is better to generate queenside activity with 8...c6 to distract White from his kingside attack. After 9 g4 then 9...d5 is fine for Black after 10 exd5 cxd5 11 ♗b3 ♖xb3 12 axb3 d4 13 ♖b5 ♗d7! 14 ♖a3 (14 ♗xe5? ♗e8 wins) 14...♗c6, as White's pieces lack harmony.

## 9 g4 ♖xc4

After 9...b5 10 ♗b3 c5 11 g5 ♖d7 12 ♗d5 ♗b8 13 h4 the white pawn storm has greater chances of success.

## 10 dxc4 b5 11 g5 ♖h5?

At first sight the knight on h5 seems to slow down the advance of the h-pawn, but it suffers from a tactical flaw. It makes more sense to try 11...♖d7, planning to emerge on b6.

## 12 0-0-0 c6



## 13 ♖xe5! dxe5 14 ♗xh5 bxc4 15

## ♗hg1 g6 16 ♗f3 ♗b8 17 ♖e2 ♗b6 18 ♗c3

White has succeeded in adequately defending his queenside and can now concentrate on probing Black's kingside.

## 18...♗e8 19 h4 ♗c5 20 ♗g1 ♗b4 21 ♗xb4 ♗xb4 22 ♗c3 ♗b6

The ending after 22...♗xc3 23 ♖xc3 is difficult for Black with his shattered queenside pawn structure.

## 23 ♗d2 a5 24 a3 ♗e6 25 h5 ♗bd8

If 25...♗c5 White can make use of the weak dark squares around the black king after 26 f4! exf4 27 h6 ♗f8 28 ♖xf4 with a big advantage.

## 26 ♗xd8 ♗xd8 27 ♗e3 ♗g4 28 hxg6 fxg6 29 f3 ♗e6 30 ♗d1 ♗e7 31 ♗b1 ♗f8 32 ♖c3 ♗f7? 33 ♗c5! ♗xf3 34 ♗xe5 ♗g4 35 ♗d6 ♗f1+ 36 ♗a2 ♗f2 37 ♗xc6 ♗xc2 38 ♗d5+ ♗f7

After 38...♗h8 39 ♗c7 ♗b3+ 40 ♗a1 ♗f1+ 41 ♖b1 White has avoided all the spite checks and can soon deliver checkmate.

## 39 ♗d8+ ♗f8 40 ♗d5+ ♗f7 41 ♗xc4 ♗d2 42 e5 ♗g7 43 e6 1-0

The strategy of castling queenside and then advancing the kingside pawns is certainly potentially dangerous for Black. 5 ♗e2 opens another avenue of attack for White but Black should be fine if he responds in a positive fashion.

## Game 43

## E.Horn-Flaata

Gausdal 2000

## 1 e4 e5 2 ♖c3 ♖f6 3 ♗c4 ♖c6 4 d3 ♗a5 5 ♗b3

This quiet bishop retreat allows Black to equalise fairly comfortably.

## 5...♗xb3 6 axb3 d5



Black seizes the opportunity to contest the centre. Instead Csoké-Dokmanovic, Croatian Team Championship 1996, saw Black try the solid 6...♙e7. After the continuation 7 ♖f3 d6 8 h3 0-0 9 ♙e3 a6 10 ♖d2 ♙e8 11 0-0 ♙d7 12 ♙f1 ♙c6 13 ♙e2 ♙f8 14 c4 ♙d7 15 ♙c3 b5? 16 ♙a5 ♖b8 17 ♙e1 White had some useful pressure on the a-file.

#### 7 exd5

Or 7 ♖e2 ♙b4 8 ♙d2 0-0 9 ♖f3 ♙e8 10 0-0 h6 11 exd5 ♙xc3 ½-½ Lengyel-Lukacs, Budapest 1994.

#### 7...♙xd5!?

If Black is looking for something different (and probably more accurate) then 7...♙b4 is worth investigating. For instance, 8 ♖f3 ♙xd5 9 ♙d2 ♙xc3 10 bxc3 ♙d6 11 0-0 0-0 is equal.

#### 8 ♙ge2

I rather like 8 ♖h5!, when it is difficult to defend the e-pawn without going into contortions.

#### 8...♙e6 9 0-0 ♖h4

A statement of intent which is designed to show that Black wants to attack. A better approach was 9...♙c5 followed by castling kingside with equal chances.



#### 10 ♙e4?!

Horn goes after the queen by threatening ♙g5. However, the surprising 10 ♙a4! would have curtailed Black's dreams of a kingside attack.

10...h6 11 ♙c3 f5 12 ♙xd5 ♙xd5 13 ♙c3 ♙c6 14 ♖e2 ♙d6 15 f4 0-0!

Black breaks the e-file pin by finally castling. White has gained nothing from the opening and stands a little worse due to Black's imposing pair of bishops.

16 fxe5 ♖d4+ 17 ♖e3 ♙xe5 18 ♖xd4 ♙xd4+ 19 ♙h1 ♙a8

The ending is preferable for Black, as he can restrict the white pieces from occupying any central squares and threatens ...f5-f4-f3.

20 ♙d2 g5 21 ♙a1 f4



## 22 ♖e4

White gives up a pawn to stop the king coming under attack. For example, 22 h3 ♙xe1 23 ♙xe1 f3 24 gxf3 ♙xf3 and wins.

22... ♙xb2 23 c3 a5 24 ♖c5 ♙a3 25 ♖e6 ♙f7 26 ♖d4 ♙d7 27 ♙xe8+ ♙xe8 28 ♙a1 ♙c5 29 ♙xa5 b6 30 ♙a8 ♙e7 31 ♖f5 ♙e2 32 d4 ♙f8 33 ♙g1 ♙xg2+

Black is spoilt for choice because 33... ♙d7 and 33... ♙c6 also win.

34 ♙f1 ♙xd2 35 ♙xe8 ♙xh2 36 ♙c8 ♙f7 37 ♙xc7+ ♙f6 38 ♙c8 ♙a3 39 ♙a8 ♙xf5 40 ♙xa3 ♙e4 41 ♙g1 ♙c2 42 b4 g4 43 ♙a1 ♙xc3 44 ♙d1 ♙d5 45 ♙f1 f3 46 ♙d1 g3 47 ♙f1 h5 0-1

The conclusion must be that 5 ♙b3 can offer White little hope of an opening advantage. The best way for Black to respond is to challenge the centre with 6... ♙d5 and consider 7... ♙b4 which is mentioned in the note to Black's seventh move.

Game 44  
Kosteniuk-C. Werner  
Wijk aan Zee 2000

1 e4 e5 2 ♖c3 ♖f6 3 ♜c4 ♖c6 4 d3 ♙b4



This is one of Black's most popular replies, pinning the knight to prepare ...d7-d5.

## 5 ♖ge2

For 5 ♙g5 see Games 45 and 46. Instead 5 ♖f3 is a quiet continuation with some similarities to the Four Knight's Game. In Djurhuus-H. Stefansson, Munkkebo Zonal 1998, Black struck out in the centre with 5... ♙d5, when 6 exd5 ♖xd5 7 0-0 ♙xc3 8 bxc3 0-0 9 h3 ♙h8 10 ♙e1 f6 11 ♙d2 ♙e6 12 ♙b3 ♙f7 was equal. 5... ♙d5

5... ♙d6 is a solid if uninspiring alternative. White should try castling kingside followed by ♙g5 and f2-f4.

## 6 exd5 ♖xd5 7 0-0 ♙e6

Black seeks to maintain the tension in the centre. Also possible are:

a) 7... ♖xc3 8 bxc3 ♙e7 9 ♖g3 ♖a5 10 ♙b3 0-0 11 ♙h5 ♖xb3 12 axb3 ♙e8 13 ♙e1 ♙e6 14 ♙b2 f6 15 d4 ♙d6 16 ♖e4 ♙f7 17 ♙f3 exd4 18 cxd4 ♙b4 19 c3 ♙f8 gave Black equal chances in A. Ledger-Mestel, British Championship 1997.

b) 7... ♙xc3 8 ♖xc3 ♖xc3 9 bxc3 0-0 10 ♙e1 ♖a5 11 ♙b3 ♙e8 12 f4 ♖xb3 13 axb3 exf4 14 ♙xe8+ ♙xe8 15 ♙xf4 c6 16 ♙d2 ♙e6 with equality in Magem-De la Villa, Pamplona 1996.

c) 7... ♖b6!? is an interesting move. Possible then is 8 ♙b3 0-0 9 ♖e4 ♖a5 10 ♙g5 ♙e7 11 ♙xe7 ♙xe7 12 ♙d2 ♖xb3 13 axb3 ♖d5 14 ♖c3 ♖b4 15 f4 b6 16 fxe5 ♙xe5 17 d4 ♙e7 18 ♖g3 ♙e6 19 ♙ae1 ♙ad8 20 ♖ce4 c5 21 c3 ♖c6? 22 ♖f6+! (a very clever use of the knights for attacking purposes) 22... gxf6 23 ♙h6 f5 24 ♖h5 1-0 Kaidanov-Ibragimov, Philadelphia 1992.



### 8 ♖b3

White is patient, avoiding ...♙xc3 followed by ...♙xc4 and making sure that if the bishop on b3 is exchanged then at least a2xb3 will open up the a-file. Ale-Geus, correspondence 1983, saw instead an amusing miniature 8 ♙xd5 ♙xd5 9 f4 exf4 10 ♙xf4 ♙e7 11 ♙fxd5 ♙xd5 12 ♙h5! 1-0. I suggest that Black should try 9...0-0, when possible is 10 f5 f6 11 ♙g3 ♙f7 12 ♙ce4 ♙h8 with equal chances.

### 8...0-0 9 ♙xd5

The policy of wait and see was evident in Rogers-J.Parker, 4NCL 1998, when White played 9 ♙h1 to avoid annoying checks on the g1-a7 diagonal after f2-f4. The game continued 9...♙e8 10 f4 ♙xc3 11 bxc3 f6 12 ♙d2 ♙h8 13 f5 ♙g8 14 ♙g3 a5 15 ♙g4 and White had some attacking chances on the kingside.

9...♙xd5 10 f4 e4 11 ♙xd5 ♙xd5 12 c3 exd3?

*see following diagram*

Oh dear! I can only assume that Black forgot about the pin on the d-file, otherwise he would have played 12...♙c5+ 13 d4 ♙e7 14 ♙b3 with equal chances. 13 cxb4 ♙ad8 14 ♙c3 ♙d4+ 15 ♙f2 ♙xb4



Black has some compensation for the piece in the form of two pawns and a passed pawn on d3. However, White's extra piece allows him to create some threats of his own against the black king.

16 ♙d2 ♙c2 17 ♙c1 a6 18 f5 b5 19 f6 g6 20 ♙f3 ♙fe8 21 ♙cf1 ♙e3 22 ♙xe3 ♙xe3 23 ♙f4 ♙xf4

Black had little choice since White was threatening ♙h6 and mate. The ending is completely lost because the extra piece just rounds up the pawns and the white king is also handily placed.

24 ♙xf4 c5 25 ♙e4 ♙xe4 26 ♙xe4 c4 27 ♙f2 h6 28 ♙e3 g5 29 ♙d2 ♙h7 30 g4 ♙g6 31 h3 ♙e8 32 ♙e1 ♙e5 33 ♙e3 b4 34 ♙e1 ♙a5 35 ♙c1 ♙xa2 36 ♙xc4 ♙xb2+ 37 ♙xd3 ♙b3+ 38 ♙d4 a5 39 ♙c8 a4 40 ♙g8+ ♙h7 41 ♙g7+ ♙h8 1-0

After 5 ♙ge2 Black can equalise fairly easily by playing 5...d5. However, the solid nature of this line has still attracted a number of followers for White.

*Game 45*  
**Haik-Teychene**  
*Cannes 1992*

1 e4 e5 2 ♙c3 ♙f6 3 ♙c4 ♙c6 4 d3



♠b4 5 ♠g5



8 0-0 ♞xe2 9 ♞xe2 ♠c5 10 ♠h1 g5



White puts a stop to ...♟d7-d5 by pinning the knight.

5...h6 6 ♠xf6

The game Ibragimov-Zaitsev, Podolsk 1993, portrays what might happen to White if he refrains from capturing on f6. After 6 ♠h4 g5 7 ♠g3 d5 (as usual this advance is a key move) 8 exd5 ♞xd5 9 ♞ge2 ♠g4 10 ♞d2 ♞f4 11 ♠xf4 gxf4 12 a3 ♠xc3 13 ♞xc3 ♞d4 14 ♠b5 ♞xb5 15 ♠xb5+ c6 16 ♠c4 ♞f6 17 f3 ♠e6 Black drew comfortably.

6...♞xf6!?

A popular continuation but the finesse 6...♠xc3+ is probably more accurate (see the next main game).

7 ♞ge2

The former French Champion makes sure that he can take back on c3 with the knight and prepares to castle followed by f2-f4.

7...♞d4

Another approach is 7...♞a5 to exchange the light-squared bishop. In Rogers-Karkanaque, Hania 1991, White managed to preserve a slight edge after 8 0-0 (perhaps 8 ♠b3!?) 8...♠xc3 9 ♞xc3 ♞xc4 10 dxc4 d6 11 ♞d5 ♞d8 12 ♞d3 ♠e6 13 ♠ad1 0-0 14 c5.

This pawn move is designed to contain the f2-f4 advance and is a feature of the line for Black. However, it is more suitable in positions when there is a knight on c6 and ...♟d7-d6 has been played to support the e5-pawn. It is hardly surprising that Black is wary of playing 10...0-0 here in view of 11 f4 which puts pressure on f7. For instance, 11...exf4 12 ♞xf4 ♞xb2? 13 ♞g6! and wins.

11 d4!

Haik immediately takes advantage of Black's weakened pawn formation by engineering the f2-f4 break.

11...♠b6

11...exd4 is well met by 12 f4 g4 13 e5 when White is better.

12 dxe5 ♞xe5 13 f4 ♞c5 14 ♠b3 g4 15 ♞g3

see following diagram

White has a comfortable advantage thanks to his lead in development and the fact that the black king sits forlornly in the middle of the board.

15...d6 16 e5 h5 17 ♞e4 ♞d4 18 ♞xd4

Haik enters an ending on his terms, a

pawn up.



18...fxd4 19 exd6 f5 20 fad1 fxe4  
21 fxd4 f5 22 dxc7 fh7 23 fa4+ fc6  
24 fxc6+ bxc6 25 fe1+ fe7 26 fd8+

A no-risk strategy as the king and pawn ending leads to an easy victory for White.

26...fxd8 27 fxe7+ fxe7 28 cxd8 f+ fxd8 29 g3 fd7 30 fg2 fd6 31 ff2 fd5 32 fe3 c5 33 b3 a5 34 fd3 1-0

6...xf6 gives White the chance to play 7 fge2 and avoid having his queen-side pawns disrupted. In our game Haik demonstrates how to exploit Black's poor development in exemplary fashion.

*Game 46*  
**Radlovacki-Petronic**  
*Nis 1994*

1 e4 e5 2 fc3 ff6 3 fc4 fc6 4 d3 fb4 5 fg5 h6 6 fxf6 fxc3+

Black takes the opportunity to double the c-pawns.

7 bxc3 fxf6 8 fe2 d6

*see following diagram*

9 0-0

An interesting situation has arisen.

White wishes to play f2-f4 to open the f-file and put pressure on f7, but how should he achieve this? A couple of other approaches have also been tried:



a) 9 f2f4 f2f5 (9...f2f6 is also possible) 10 g3 f2f4 11 f2f3 f5f6 12 f4f5 f6f7 13 exf5 f7f8 14 fxe5 f8f9 15 fd5 c6 16 fg2 fg4 led to equality in Liiva-Gyimesi, Parnu 1996.

b) 9 d4 0-0 10 0-0 fa5 11 fb3 fg4 12 f3 fh5 13 fg3 fg6 14 f4 exf4 15 f2f3 f4f5 16 fxf4 fg5 17 f2f3 fxb3 18 axb3 a6 19 h4 f7f8 20 h5 fh7 21 ff1 c6 22 c4 fd8 23 c3 fd7 24 fg4 fdd8 25 ff4 fh8 26 ff3 1/2-1/2 Kallinger-K.Nickl, Austrian Team Championship 1992.

9...g5



The best way for Black to restrain f2-f4, as in practice the weakening of the kingside pawn structure is not critical. It is this move that has caused White to look at other variations to gain an advantage. After 9...0-0 10 f4 ♜g4 11 f5 ♞a5 (11...♞g5 12 ♜f2 ♞e3? 13 ♞c1 ♞xc1 14 ♞xc1 and the bishop on g4 will soon be trapped) 12 ♜b3 ♞xb3 13 axb3 c6 14 ♞d2 ♜xe2 15 ♞xe2 White has a space advantage.

#### 10 ♜b5

Black takes steps to ensure that the black knight is exchanged before the customary manoeuvre ...♞e7-g6 takes place. White tried the more ambitious 10 ♜b1 in Lastin-Nenashev, Calcutta 1998, preferring to restrict the movement of Black's light-squared bishop. There followed 10...♞e7 11 f3 h5 12 ♞d2 h4 13 ♞e3 b6 14 d4 ♞g6 15 dxe5 dxe5 16 ♜bd1 0-0 (the advanced kingside pawns are similar to some lines of the King's Indian Defence) 17 ♜d2 ♜b7 18 ♜fd1 ♜ad8 19 g3 ♜xd2 20 ♜xd2 ♜g7 and the chances were equal.

#### 10...h5

A look in the history books indicates that the Viennese player Carl Schlechter encountered this position a couple of times with some success:

a) 10...♜g4 11 f3 ♜d7 12 ♜b1 0-0 (12...h5 13 d4 is slightly better for White) 13 c4 b6 14 ♞c3 a6 15 ♞d5 ♞d8 16 ♜xe6 ♜xc6 17 ♞e3 ♜d7 18 g4 ♜e6 19 ♞d2 ♜g7 20 ♞f5+ ♜xf5 21 gxf5 f6 22 ♜f2 ♜g8 23 ♜h1 ♜f7 24 ♞c3 c5?! 25

♞b3 ♜b8 26 ♞a4 ♞c8 27 c3, intending to double rooks on the b-file, which gave White the advantage in Schlechter-Schubert, Trebic 1915.

b) 10...♜d7 11 ♜b1 h5 12 ♞d2 h4 13 f3 ♞g7 14 h3 f6 15 d4 ♞d8 16 dxe5 ♜xb5 17 ♜xb5 fxe5 18 c4 b6 19 ♞c3 0-0 20 ♞d1 ♞e6 21 ♞e3 ♞f4 22 ♜h2 ♞f7 23 ♜bb1 ♜ad8 24 ♜g1 ♞e6 25 ♜be1 ♜d7 26 ♞b4 ♜h8 27 ♞a4 a5 28 ♞a3 ♜d7 29 ♞c1 ♞h5 30 ♞d2 ♜f4? 31 ♞d5 ♜f7 32 ♞xg5 ♜h7 33 ♞xc7! and the black position collapsed in Schlechter-Leonhardt, Bad Pistyan 1912.  
11 ♞d2 ♜d7 12 ♜xc6 ♜xc6 13 ♞e3 b6 14 c4

This pawn move to secure control of the d5-square is a common idea after White has succeeded in exchanging off the black knight.

14...♜g8 15 ♜ae1 ♜f8 16 c3 ♜e8 17 f3 ♜d7 18 ♜f2 ♞g6 19 d4 f5 20 exf5 exd4 21 ♞c1 ♜xf5 22 ♞xd4 ♜f7 23 f4 g4 24 ♜fe2

White has problems with his battered doubled c-pawns and seeks to simplify matters by playing for the draw.

24...♜xe2 25 ♜xe2 ♜e8 26 ♜xe8 ♜xe8 27 ♞d1 ♜d7 28 ♞c2 ♞f7 29 ♞e4+ ♜f8 30 ♞a8+ ♜e7 31 ♞e4+ ♜f8 32 ♞a8+ ♜e7 ½-½

If Black plays the important restraining move 9...g5 then White is struggling to prove any advantage in this line. The exchange of the knight with 10 ♜b5 leads to a balanced position, while 10 ♜b1 leads to double-edged play.

## Summary

A standard device for Black is to exchange off the bishop on c4 with 4...♖a5, when White's best counter is 5 ♖ge2, as in Games 39-41. The encounter Short-Karpov (Game 40) is the pick of the bunch with the former world champion having to settle for a small disadvantage in the opening.

Instead of 4...♖a5, the pin on the knight with 4...♙b4 is a decent system for Black. In Game 44 White tries the harmless 5 ♖ge2 and is lucky to get an early break. The more direct 5 ♙g5 is worth checking out. The right way to defend is 5...h6 6 ♙xf6 ♙xc3+, as in Game 46.

1 e4 e5 2 ♖c3 ♖f6 3 ♙c4 ♖c6 4 d3

4...♖a5

4...♙c5 – Chapter 3

4...♙b4 (D)

5 ♖ge2 – Game 44

5 ♙g5 h6 6 ♙xf6 (D)

6...♙xf6 – Game 45

6...♙xc3+ – Game 46

5 ♖ge2

5 ♙e2 – Game 42

5 ♙b3 – Game 43

5...♖xc4

5...c6 – Game 41

6 dxc4 (D) d6

6...♙c5 – Game 40

7 0-0 – Game 39



4...♙b4



6 ♙xf6



6 dxc4

# CHAPTER FIVE

2...♘f6 3 ♖c4:

Other Third Moves for Black



1 e4 e5 2 c3 f6 3 c4

This chapter deals with alternatives for Black to 3...♗e4 and 3...♗c6. In Games 47-51 Black plays 3...♗c5 followed by various opening strategies. Black usually meets 4 d3 with 4...d6, when White has a choice of 5 ♖a4, 5 ♗g5 and 5 f4. In Game 49 Mitkov plays an early ♖a4 to exchange the dark-squared bishop and is rewarded with a slight but lasting advantage. Perhaps the most aggressive set-up is shown by Short in Game 47 with 5 f4, offering a transposition to Chapter 3 with 5...♗c6.

In Game 52 3...c6 is a challenge to the centre that can be quite tricky if White is unprepared. Finally, a kind of reversed Ruy Lopez arises after 3...♗b4 (Games 53 and 54).

## Game 47

### Short-Speelman

London (4th matchgame) 1991

1 e4 e5 2 c3 f6 3 c4 c5

Black develops the bishop to target the f2-square and retains the option of

continuing with ...c7-c6 or ...♗c6. The immediate 3...c6 is the subject of Game 52, while 3...♗b4 is seen in Games 53 and 54. The passive 3...♗e7 is best met by 4 ♖f3 ♗c6 5 d4 exd4 6 ♗xd4 d6 7 0-0 0-0 transposing to the Hungarian Defence. One possible continuation is 8 h3 ♗e8 9 ♗e1 ♗d7 10 ♗g5 h6 11 ♗h4 ♗xd4 12 ♗xd4 ♗c6 13 b4 a6 14 a4 and White's space advantage offers him a small edge.

4 d3

4 b4 is a somewhat outlandish gambit which made an appearance in Alekhine-Bogolyubov, Rastatt 1914. That game continued 4...♗xb4 5 ♗d5 ♗xd5 6 exd5 d6 7 ♗e2 0-0 8 0-0 ♗d7 9 c3 ♗c5 10 d4 ♗b6 11 f4 exd4 12 ♗xd4 ♗e5? 13 fxe5 dxe5 14 ♗a3 ♗e8 15 ♗f3 exd4 16 ♗xf7+ ♗h8 17 ♗f8 dxc3+ 18 ♗h1 ♗d4 19 d6 ♗c6 20 ♗xe6 ♗xf8 21 dxc7 1-0. What some commentators don't mention when referring to this line, is that it was a blindfold game! An obvious improvement is 9...♗a5, when 10 d4 0-0 secures the pawn on e5 and just leaves White a pawn down.

The alternative 4 f4 d6 5 Qf3 c6 6 d3 b5? 7 Ab3 Bc7 8 Bc2 Qbd7 9 Af1 Ab4 10 fxe5 dxe5 was played in Short-Speelman, London (2nd matchgame) 1991, and now 11 Bf2!, intending Bg3, gives White chances of an initiative.

#### 4...d6

Black's other main moves here, 4...c6 and 4...0-0, are discussed in Games 50 and 51 respectively. The idea of stopping Ag5 prompted Vales-Perez de Villar, Paretana 2000, to test 4...h6. This worked to White's advantage after 5 Qge2 (5 f4 looks like a good alternative) 5...Qc6 6 0-0 0-0 7 h3 Qa5 8 Ab3 Qxb3 9 axb3 a6 10 Qg3 d5 11 Qh5 dxe4 12 Qxf6+ Bxf6 13 Qxc4 Bb6 14 Qxc5 Bxc5 15 Ae3 and White had a small edge.

#### 5 f4

White's alternatives, 5 Ag5 and 5 Qa4, are discussed in Games 48 and 49 respectively.



#### 5...Ae6

Speelman quickly tries to eliminate White's light-squared bishop, which is often a potent attacking force in the Vienna. 5...Qc6 transposes to Chapter 3, while it is important to note 5...Qg4?! 6 f5!, when Emms-A. Jackson, Isle of Man

1999, continued: 6...Qf2 (6...h5 7 Qh3 Bb4+ 8 Af1 c6 9 Bf3 is good for White) 7 Bb5 Bb7 (some authors have suggested 7...0-0? but missed that 8 Ag5 Bc8 9 Qd5! intending Qf6+ mates) 8 Ae6 Bc7 9 Qd5 g6 10 Bb6 Bf8 11 Axc8 Qxh1 12 Axb7 Axc1 13 Axa8 Qd7 14 Bxf8 Axf8 15 Ah6 1-0.

#### 6 Axc6

A placid system is 6 Qf3, after which Black can look forward to the future with some confidence. For example, 6...Axc4 7 dxc4 Qbd7 8 fxe5 dxe5 9 Bc2 c6 10 Ae3 Bb6 11 Axc5 Bxb2 12 0-0 Qxc5 13 Bc3 0-0 14 Bb1 Ba3 15 Bbe1 Qg4 and Black was winning in Delanoy-Plachetka, Cannes 1990.

#### 6...fxe6 7 Qf3 exf4

A sneaky player might try something like 7...a6 just to encourage 8 fxe5 dxe5 9 Qxe5? Qd4 10 Qg4 Qxg4 11 Bxg4 0-0, when Black has a strong attack.

#### 8 Axf4 0-0 9 Qa4



#### 9...Ab4+

Not 9...Qxc4? when 10 dxe4 Axf4 11 Qxc5 wins due to the pin on the d-pawn.

#### 10 c3 Aa5 11 b4 Ab6 12 Qxb6 axb6 13 0-0 Qc6

Once again the trick 13...Qxc4? to re-

veal an attack against f4 is bad because 14 d4 g5 15 g4 h6 16 xg5 xg5 17 f8+! wins.  
14 b5! e7 15 b3 d7 16 d4 d5 17 e1!?

Kavalek suggests that 17 g5! is better for White.

17...c5! 18 bxc6 xc6 19 b5 e5! 20 g5

20 exd5? simply blunders a piece to 20...a5.

20...a5 21 b4 dx4 22 dx4?

A careful approach with 22 xf6 is more practical, when 22...xf6 23 xf6 gx6 24 dx4 d8 25 f1 gives White a small plus.

22...xe4 23 xe4 xb5 24 e7



24 xf8+ xf8 25 xe5? fails to the spectacular 25...f1+.

24...xf1+?

This lets Short get away with his carelessness. Instead 24...fe8! keeps up the pressure.

25 xf1 d7

The problem with 25...e8? is that 26 f5 threatening mate on f8 wins after 26...h6 27 f7+ g7 28 f8.

26 b4 e6 27 xa5 xa5 28 xb7 h6 29 e1 ½-½

5 f4 is potentially an aggressive system

for White but Speelman shows that 5...e6 is a fully playable alternative to the King's Gambit Declined positions of Chapter 3.

Game 48  
Adams-Timman  
Wijk aan Zee 1998

1 e4 e5 2 c3 f6 3 c4 c5 4 d3 d6 5 g5



5...e6

In an earlier round from the same tournament Piket tried 5...h6 against Adams. That game went 6 h4 c6 7 g2 bd7 8 a3 a6 9 a2 b5 10 d4 b6 11 f3 b7 12 0-0 e7 13 wh1 0-0-0 14 b4 g6 15 a4 exd4 16 xd4 he8 17 axb5 axb5 18 d2 d5 19 cxb5 cxb5 20 cxb5 d4 21 xf7 g5 22 g5 c5 23 xe8 xe8 24 a3 c7 25 b5 ½-½.

6 b3 c6 7 a4

If 7 d5 then the threat of doubled f-pawns is nothing for Black to worry about as he can castle queenside. A likely response is 7...d4 to exchange the light-squared bishop with equality.

7...b4+

7...b6 makes it easy for White, as he can take the bishop whenever he wants.

The text is superior because White must make the slight concession of exchanging on e6 before the bishop can be forced to b6.

**8 c3 ♖a5 9 ♗xe6 fxe6**

Black has doubled e-pawns but the semi-open f-file is adequate compensation.

**10 ♖e2 0-0 11 0-0 ♖e8**



The queen side-steps the pin and threatens to emerge on g6 or h5. Another positional nuance is the idea 12...b5 13 b4 bxa4 14 bxa5 ♖xa5 and Black picks up a pawn.

**12 b4 ♗b6 13 ♗d2 ♖h5**

Black is steadily improving his pieces on the kingside, forcing White to look to the queenside to make progress.

**14 b5 ♖e7 15 ♖xb6 axb6 16 a4 ♖f4 17 ♖xf4 exf4 18 f3 e5 19 c4 ♖g6 20 ♖e1**

20 ♖b3 has been suggested as an improvement.

**20...♖f7 21 a5 bxa5**

Timman offered a draw here which is a fair assessment of the position.

**22 ♗xa5 ♗fd8 23 ♗f2 ♖f8 24 ♗fa2 ♖e6 25 ♗c3 ♗ab8**

Adams has done well to organise his rooks on the a-file but there is not much

more he can do. He needs reinforcements to force Timman to make some concessions with his queenside pawn structure.



**26 ♗a7?**

White ignores the kingside at his peril. A solid approach is 26 ♖d1, intending d3-d4.

**26...g5 27 ♖d1 ♖g7**

A nice move which manages to stop d3-d4 and aids the progress of the g-pawn.

**28 ♗7a2 h5 29 h3 ♗f7 30 ♗d2**

The rook has slowly been transferred from a7 to d2 to help the d-pawn advance, but in the meantime Timman has started to create threats against the white king.

**30...g4 31 fxc4 hxc4 32 ♖xc4 ♖xc4 33 hxc4 ♗g8 34 d4 exd4 35 ♗xd4 ♗xc4 36 b6**

If 36 ♖f1 then 36...♖g5 keeps a grip on the position for Black.

**36...c5 37 ♗b2 f3 38 ♗f1 ♖g5 39 e5 dxe5 40 ♗xe5 ♗e8 41 ♗h2 ♗g6 42 ♗h1 ♖e4 43 ♗c2 f2**

This creates the killer threat of 44...♖g3+ 45 ♗xc3 ♗h8+ 46 ♗h2 ♗gh4 mating.

**44 g3 ♗d8 45 ♗g2 ♗d3 46 ♗a2 ♗b3**



47 ♖a8 ♗xb6 48 ♖h3 ♗g5 49 ♗g8+ ♖f6! 50 ♗f8+ ♖e5 51 g4+ ♖d4 52 ♖f4 ♗h6+ 53 ♖g2 ♗xg4+ 54 ♖f3 ♗hh4 55 ♗d1+ ♖xc4 56 ♗c1+ ♖b3 0-1

It makes sense for Black to delay castling kingside to avoid any problems in the lines where White exchanges on f6 and doubles the black f-pawns. White had at least a draw but pushed too far in this game.

*Game 49*  
**Mitkov-Seixas**  
*Lisbon 1999*

1 e4 e5 2 ♖c3 ♖f6 3 ♖c4 ♖c5 4 d3 d6 5 ♖a4

The black dark-squared bishop is usually a strong piece so White seizes the opportunity to exchange it.



5...♖b4+

It is debatable whether it is in Black's best interests to encourage White to expand his queenside pawns. After 5...♖b6 6 ♖xb6 axb6 play might continue:

a) 7 ♖e2 d5 8 exd5 ♖xd5 9 0-0 0-0 10 ♖xd5 ♗xd5 11 ♖c3 ♗d8 12 f4 gave White a slight advantage in Semrl-Brglez, Bled 1999.

b) 7 f4 ♖c6 8 ♖xe6 fxe6 9 fxe5 dxe5

10 ♖f3 ♖c6 11 0-0 0-0 12 ♖g5 ♗e8 13 ♖d2 ♗g6 14 ♖xf6 ♗xf6 15 ♗xf6 gxf6 16 c3 led to equal chances in Carlier-Baburin, Cappelle la Grande 1994.

6 c3 ♖a5

In the game Conquest-Sorin, Oviedo rapidplay 1992, Black ignored the threat to his bishop and hit the white bishop with 6...d5. However, White accepted the gambit and obtained the better position after 7 ♖xd5 (7 exd5 ♖d6 8 d4 ♖bd7 9 ♖e2 0-0 10 c4 b5 11 cxb5 ♖xd5 12 ♖c3 ♖b7 13 ♖f3 ♗e8 gives Black reasonable play for the pawn) 7...♖e7 8 ♗b3 ♖xd5 9 exd5 c6 10 c4 cxd5 11 exd5 0-0 12 ♖f3 ♖d7 13 0-0 a6 14 ♖e1 b5 15 ♖c3 ♖c5 16 ♗d1 ♖g4 17 h3 ♖xf3 18 ♗xf3 f6 19 ♖d2 b4 20 ♖e4 ♖a4 21 d4! ♖b6 (21...♖xb2 22 ♗b3 or 21...exd4 22 ♗b3 ♖b6 23 d6 wins) 22 d6 ♖xd6 23 dxe5 ♖xe5 24 ♖xb4.

7 b4 ♖b6 8 ♖xb6 axb6 9 f4

A standard idea to open the f-file in anticipation of castling kingside.

9...exf4 10 ♖xf4 ♖e6 11 ♖b3

I prefer this to 11 ♖xe6 fxe6 which has led to a number of short draws. The point is that if Black exchanges on b3 then at least the f5-square is available for a white knight to occupy.

11...♖xb3 12 ♗xb3 ♖h5 13 ♖e2 ♖xf4 14 ♖xf4 c6

Seixas tries to exchange every piece possible to lead the game towards a draw. The problem with this strategy is that White can use his space advantage to manoeuvre his pieces to superior squares, such as doubling rooks on the f-file.

15 0-0 0-0 16 ♖f3 ♖d7 17 ♖af1

White has a slight initiative.

17...♗e7 18 a4 ♖f6 19 ♗d1 ♗e5 20

♙e2 d5 21 ♜f5 ♞e7 22 ♙g3 dxe4?



23 ♜xf6! 1-0

The simple idea of exchanging the dark-squared bishop with 5 ♙a4 rewards White with a slight but lasting advantage. Black should be able to hold the draw and the interesting pawn sacrifice mentioned in the note to Black's sixth move might be worth exploring.

*Game 50*  
**Kuzmin-Kolago**  
*Koszalin 1999*

1 e4 e5 2 ♙c3 ♙f6 3 ♙c4 ♙c5 4 d3 c6



Black intends either to play ...d7-d5 or use the pawn to control the d5-square and continue ...d7-d6 and ...♙bd7.

5 ♙b3

The Russian retreats the bishop so that he can meet 5...d5 with 6 ♙g5 and use Black's central pawns as a target to undermine. After 5 ♙f3 d6 6 h3 0-0 7 0-0 b5 8 ♙b3 ♙b6 9 a4 b4 10 ♙e2 ♙bd7 11 c3 bxc3 12 bxc3 ♙c5 13 ♙c2 ♙e6 14 ♙g3 the position was equal in M.Shmulevich-P.MacIntyre, Boston 1998.

5...d6 6 ♙f3 ♙bd7 7 0-0 ♙b6 8 ♙a4

It might be worth taking a closer look at 8 ♙e2, when 8...d5 9 ♙g3 h6 10 ♙e1 offers White a small initiative.

8...♙c7 9 c4

An enterprising way to handle the threat of ...d6-d5, but one that has the drawback of blocking in the light-squared bishop.

9...♙c5 10 ♙e3 ♞e7

Also possible is 10...♙xb3 11 ♞xb3 0-0 12 h3 with equal play.

11 ♞d2 ♙g4 12 ♙c3 ♙xe3 13 fxe3 0-0 14 ♙c2 ♙e6



15 ♙h1?!

The start of an elaborate manoeuvre on the part of the king's knight. Kuzmin would have done better to play 15 ♞f2, intending ♙h4-f5, ensuring a small advantage.

15...g5 16 g1 h5 17 e1 h7  
18 a3 b6 19 a4 c7 20 c1 f5  
21 c3 b6 22 f3 fxe4 23 xe4  
g4 24 b3 h8 25 c5!

White wants to free his light-squared bishop.

25...xc5 26 h4 g5 27 e1 b6

Black is better but his highly-rated opponent keeps fighting and manages to salvage a draw.

28 ed2 e6 29 xe6 xe6 30 c4  
f7 31 b4 c5 32 c3 af8 33 d4  
g4 34 dxc5 gxf3 35 gxf3 h3 36 d2  
f6 37 d3 d5 38 e2 g7 39 g1  
fg8 40 xg7 xg7 41 g1 f5 ½-½

The idea of 4...c6 followed by ...d7-d6 and ...b7 looks quite promising. White needs to treat the position like a Bishop's Opening starting 1 e4 e5 2 c4 f6 3 d3 c5 4 e3 c6 and should explore the possible improvement at move eight.

*Game 51*  
**Tischbierek-Hjartarson**  
*New York 1994*

1 e4 e5 2 c3 f6 3 c4 c5 4 d3  
0-0!



There is a school of thought that

Black should delay castling in order to keep White guessing about his proposed development. However, Beliavsky has also tried this approach which gives it even greater credibility.

5 g5

There is nothing wrong with pinning the knight but a more adventurous player might want to investigate 5 f4. For instance:

a) 5...exf4 6 xf4 d6 7 f3 g4 8 d2 c6 9 0-0-0 a6 10 hf1 a5 11 b3 bxb3+ 12 axb3 b5 13 h3 e6 14 g4 b6 15 g5 c5 16 h4 h8 17 f3 e7 18 df1 and White was poised to take on f6 and ruin Black's kingside pawn structure in B.Larsen-B.Hodler, Zurich simultaneous 1988.

b) 5...d5? 6 dxd5 g4 7 b4 d4 8 c3 xg1 9 xg1 c6 10 e3 h4+ 11 g3 xh2 12 g2 h3 13 e2 h1+ 14 f1 xxf1+ 15 xf1 xc3+ 16 xe3 exf4 17 gxf4 h3 and Black had a winning position in De Vries-Van Dongen, Hengelo 1999.

5...h6

Instead Roj-Novak, Klatovy 1997, saw 5...c6 to help support ...b7-b5 or ...d7-d5. That game continued 6 f3 d6 7 d2 (7 d4 is also possible, with play similar to the main game) 7...b5 8 b3 e6 (8...h6 9 h4 g5? 10 xg5! wins) 9 h3 b7 10 e2 d5 11 g3 with equal play.

A classic attacking example, Kr.Georgiev-Vafiadis, Porto Carras 1998, demonstrates why castling early can cause Black problems after the logical 5...d6. That game went 6 d2 c6 7 a4 b7 8 xc5 xc5 9 e2 b5 10 b3 a5 11 c3 b4 12 0-0 a6 13 c2 d5 14 exd5 cxd5 15 fe1 d4 16 cxd4 exd4 17 g3 b7 18 f5 e6 19 b3 a4 20

♗xc6 fxe6 21 ♗xc6 ♖d7 22 ♗a1 ♔d5  
 23 ♔xd4 ♔c7 24 ♗e7 ♖g4 25 f4 ♗ac8  
 26 h3 ♖h5 27 ♖xb4 ♗d5 28 ♖d6 ♖g6  
 29 ♖e5 h6 30 ♗xc7 ♗xc7 31 ♖xc7 hxc5  
 32 f5 ♖f6 33 ♖e5 ♖f7 34 ♔e6 ♖a7+ 35  
 ♔h2 1-0.

6 ♗h4

6 ♗e3 is also reasonable.

6...c6 7 ♔f3 d6 8 d4



White decides to open up the game, a decision which is partly prompted by the desire to stop an eventual ...d7-d5 by piling up on the semi-open d-file. 8 0-0 is also possible.

8...exd4 9 ♔xd4 ♔bd7 10 0-0 ♔e5

Black plays very actively. His counterplay is based on trying to put pressure on the e4-pawn by forcing White to adjust his pieces.

11 ♗b3 ♔g6 12 ♗g3 ♗e8 13 ♗e1 a6

An escape square is provided for the bishop so that it can remain on the g1-a7 diagonal if White tries ♔a4.

14 h3 ♔h7 15 ♖d2 ♖f6 16 ♗ad1

White has done a good job of resisting the push ...d7-d5, but Black continues to manoeuvre his pieces into better positions.

16...♔g5

The threat is 17...♗xh3! 18 gxf3 ♗xd4 19 ♖xd4 ♔f3+ and the white queen will be taken.

17 ♔h1 ♔xh3 18 gxf3 ♗xd4 19 ♖xd4 ♖f3+ 20 ♔h2



20...♗xh3

A great way to continue the attack, sacrificing another piece.

21 ♗g1

If 21 ♗xh3? Black actually mates after 21...♔f4+ 22 ♗h4 g5.

21...♖h5 22 ♗h1

Not 22 ♗ge1?? ♗g4+ 23 ♗g1 ♗f3 24 ♗h2 ♖h3 and Black wins.

22...♖f3 23 ♗hg1 ♖h5 24 ♗h1 ♖f3 ½-½

The clever drawing variation at the end was justice for Hjartarson's active play. The decision to open up the position with 8 d4 has some positive features for White, but in this example Black experienced few problems.

### Game 52

### Djurhuus-Moberg

Swedish Team Championship 1999

1 e4 e5 2 ♔c3 ♔f6 3 ♗c4 c6

Black signals his intent to occupy the centre with an early ...d7-d5. This ap-

proach is a rare guest at tournament level.



#### 4...d5

Solid enough, but 4 d4 is more enterprising with the idea of 4...exd4 5 ♖xd4 to open the d-file in order to put pressure on the pawn if Black plays ...d7-d5. One alternative continuation runs 4...d5? 5 exd5 cxd5 6 dxe5 dxc4 7 ♖xd8+ ♜xd8 8 exf6 ♜e6 9 fxg7 ♜xg7 10 ♙ge2, when Black does not have enough for the sacrificed pawn. An interesting, but less accurate way of dealing with the ...d7-d5 push is 4 ♖f3. In the game Rogers-Agdestein, Novi Sad Olympiad 1990, Black equalised easily after 4...d6 5 d3 g6 6 h3 ♜g7 7 ♙ge2 ♖e7 8 0-0 ♜e6 9 ♜b3 ♙a6 10 ♜e3 ♙b4 11 ♚fe1 0-0.

#### 4...d5 5 exd5 e4

An improvement on the old variation 5...cxd5 6 ♜b5+ ♜d7 7 ♙xe5 ♜xb5 8 ♙xb5 ♙c6 and now 9 ♖e2! leaves Black struggling to justify his gambit.

6 ♙e5 cxd5 7 ♜b5+ ♜d7 8 ♙xd7 ♙bxd7

Black has created a pawn centre at the expense of the exchange of one of his bishops.

#### 9 d3

This is the right way to question

Black's opening choice, quickly undermining the centre.

9...♜b4 10 dxe4 dxe4 11 ♖d4!



White puts the question to the bishop and his opponent has difficulties maintaining the pressure.

#### 11...♜xc3+

It cannot be right to give up the bishop pair here. On an open board the bishops cover more squares than the relatively slow knights. However, other moves also fail to impress:

a) 11...♖a5? 12 ♜xd7+ ♙xd7 13 ♖xc4+ leaves White with a clear advantage.

b) 11...♜e7 12 ♜g5 0-0 13 0-0 and White has strong pressure against the pawn on e4.

12 ♖xc3 0-0 13 ♜g5 ♖b6 14 a4 a6 15 ♜e3

It is necessary to adjust the position of the bishops to cope with the active black queen.

15...♖e6 16 ♜c4 ♖g4 17 0-0

White has finally found time to whisk his king to safety. The position is certainly in White's favour especially in the long-term because the three vs. two pawn majority on the queenside makes the creation of a passed pawn quite

likely.



17...♖ac8 18 ♖d4 ♜fe8 19 h3 ♜f5  
20 ♙h1 ♕e5 21 ♙b3 ♙g6 22 ♖d6  
♙h4 23 ♙g3 ♙g6 24 ♜fd1 ♕e5 25  
♙g5

It is hardly surprising that White heads for an ending when he has the bishop pair and a queenside pawn majority. Black has struggled throughout the game, which must make the opening choice 3...c6 doubtful.

25...♙xg5 26 ♙xg5 ♕ed7 27 c3 h6 28  
♙e3 ♕c5 29 ♙c2 ♕e6 30 ♙b6 ♜c6 31  
a5 ♜cc8

Otherwise 31 ♙a4 is awkward.

32 ♙g1 g5 33 ♜a4 ♕f4 34 ♙f1  
♕4d5 35 ♙a7 e3 36 fxe3 ♕xe3+ 37  
♙xe3 ♜xe3 38 ♙b4 ♜c7 39 ♜e1

White has the more active pieces and slowly converts his advantage into victory:

39...♜xe1+ 40 ♙xe1 ♙g7 41 ♙d1  
♜e7+ 42 ♙d2 ♕e4+ 43 ♙c2 ♕d6 44  
♙f3 ♙f6 45 ♙d3 ♕e5 46 ♙d4 f5 47 c4  
♙h7 48 ♙d5+ ♕e6 49 c5 ♕f7 50 ♙d4  
♙g7 51 g4 f4 52 ♙e4 ♕e7 53 ♙f5 ♙g8  
54 ♙d7+ ♙f6 55 ♙xb7 ♙d8+ 56 ♙d7  
♙xd7+ 57 ♙xd7 f3 58 ♙c8 ♕e5 59  
♙xa6 ♕c6+ 60 ♙e4 f2 61 ♙e2 ♙xa5  
62 b4 ♕b3 63 ♙d5 ♙e7 64 b5 ♙d7 65

b6 ♕a5 66 ♙b5+ ♙c8 67 c6 1-0

The attempt at seizing the centre with 3...c6 followed by a quick ...d7-d5 and ...e5-e4 is flawed. White can easily undermine the e4-pawn with a timely d2-d3 and in this example Black had to give up the bishop pair without much of a fight.

### Game 53

### Morovic-Meng Kong

Yerevan Olympiad 1996

1 e4 e5 2 ♕c3 ♕f6 3 ♙c4 ♙b4



The bishop undermines the knight which is defending the e4-pawn. Black intends to continue with ...♕c6 or ...c7-c6 depending upon how White responds. 4 ♙f3!

Morovic chooses to play a Classical Ruy Lopez with colours reversed and an extra move. The aggressive 4 f4 is discussed in the next game, while several other moves are also possible:

a) 4 ♕f3 ♙xc3 5 dxc3 d6 6 ♙e2 0-0 7  
♙g5 ♕bd7 8 0-0-0 with roughly equal play.

b) 4 ♕ge2 0-0 5 0-0 ♕xe4 6 ♕xe4 d5  
7 d4 dxc4 8 dxe5 ♙e7 9 ♙f4 ♕c6 10 c3  
♙a5 11 ♙d5 ♙e6 12 ♙c5 ♙b6 13  
♙xc7 ♕xe7 14 ♙ad1 ♕g6 15 ♙g3 ♜fe8

and Black had much the better chances in Srebrnic-Mikhalchishin, Ljubljana 1994.

c) 4 d3 d5 5 exd5 ♖xd5 6 ♖ge2 0-0 7 0-0 c6 8 ♖h1 ♙e6 with equality in Sikorova-Krajnak, Tatranska Lomnica 1999.

**4...0-0 5 ♖ge2 ♙c6**

I think Black should adopt a more flexible approach with 5...d6, intending ...♙e6, ...♖bd7 and ...c7-c6 followed by ...d6-d5.

**6 0-0 ♖a5 7 d3 ♙xc4**

Black is understandably eager to exchange the light-squared bishop, but the text also allows White a firm grip on the open d-file.

**8 dxc4 ♙e7 9 ♖g3 d6 10 ♖f5 ♙e6!?**



The knight on f5 is quite threatening so 10...♙xf5 should be considered, when 11 ♖xf5 ♙c8 12 ♖f3 ♙g4 and 11 exf5 c6 is equal.

**11 b3 ♖e8 12 ♙b2 ♙f6 13 ♙ad1**

White is busy improving the position of his pieces whereas Black is doing precious little. The immediate threat for White is 14 c5 to get rid of the doubled c-pawns.

**13...b6 14 ♖d5 ♙xd5**

At last Black faces up to the threat of

the imposing knights but now the one on f5 is free to dominate the kingside.

**15 ♙xd5 ♙c8 16 ♙d3**

Morovic uses his space advantage to generate an attack, swinging the rook over to the kingside.

**16...♙e6 17 ♙h5 g6**

The start of a sequence designed to install a knight on f6 to defend h7. After 17...♙e7 White goes straight for mate with 18 ♙h3 ♖f6 (18...h6 19 ♙c1!, intending ♙xh6, is strong) 19 f4! ♙fe8 (what else?) 20 fxe5 dxe5 21 ♖xe7+ ♙xe7 22 ♖xf6 and wins.

**18 ♙h6 ♙h8 19 ♙h3 ♖f6 20 f4**



Black has avoided immediate calamity but the opening of the f-file reinforces the attack, and his defences will soon collapse. If the knight on f5 is not taken then a sample line is 20...♙fe8 21 fxe5 dxe5 22 ♙xe5! ♙xe5 23 ♙xh7+ ♖xh7 24 ♖h6+ ♖f8 25 ♙xf7 mate.

**20...gx f5 21 ♙f3**

The other rook is brought into action, threatening mate on the g-file. Not, however, 21 ♙g3+? ♖g4 which allows Black off the hook.

**21...♙fe8 22 ♙fg3+ ♖g4 23 ♙xh7+ ♖f8 24 exf5 ♙f6 25 ♙xh8+ ♖e7 26 ♙h5 1-0**

*Game 54*  
**Shabalov-Wolff**  
*Boston 1994*

1 e4 e5 2 ♖c3 ♜f6 3 ♙c4 ♙b4 4 f4

This position is similar to a reversed Schliemann Ruy Lopez (1 e4 e5 2 ♖f3 ♜c6 3 ♙b5 f5) except that White has an extra move.

4...♜xe4

In Tonning-O. Rause, Gausdal 2000, Black unwisely underestimated White's opening choice. The game went 4...♙xc3 5 dxc3 ♜xe4?! 6 ♙xf7+! ♜xf7 7 ♙d5+ ♜f8 8 ♙xe4 d5? (8...exf4 is more accurate but Black is still suffering, having been forced to give up the right to castle) 9 ♙b4+ ♜g8 10 fxe5 ♜c6 11 ♙f4 ♙e7 12 ♜f3 and the extra pawn helped White to convert the win.

5 ♙h5



White goes on the attack, targeting f7. However, not 5 fxe5? when Black wins after 5...♜xc3 6 dxc3 ♙h4+ 7 g3 ♙xc4 8 cxb4 ♙e4+ and the rook in the corner departs the board.

5...0-0 6 fxe5

The positional problems of 6 ♜xe4 are evident after 6...d5 7 ♜g5 h6 8 ♙d3

e4 and White is already worse.

6...d5! 7 ♜xd5

7 ♙xd5 leads to ruin due to 7...♜xc3 8 dxc3 ♙xd5 9 cxb4 ♙xg2 10 ♙f3 ♙h3! and White can give up.

7...♜c6

The sacrifice of the d-pawn was designed to open lines for Black and to accelerate his development. It is less convincing to try and take advantage of a pin on the d-file with 7...♜xd2 8 ♙xd2 ♙xd2+ 9 ♜xd2 ♙c6 10 ♙d1 ♙xd5 11 ♜c1 c6 12 ♜f3, when White is slightly better.

8 ♜f3 ♙e6 9 ♜e3 g6 10 ♙h6



10...♜xe5

A remarkable sacrifice which plunges White into a complex maze. Shabalov suggests 10...♙xc4 11 ♜xc4 ♜d4 12 c3 ♜c2+ 13 ♜e2 ♜xa1 14 d3 with attacking chances for White. This seems plausible but I think the complications of 14...♜e5! 15 ♙d1 f6 favour Black.

11 ♜xe5 ♙xd2+ 12 ♜e2 ♙f6

Black goes for checkmate. Instead he could have secured a stylish draw with 12...♙xc1. For example, 13 ♙axc1 ♙d2+ 14 ♜f3 ♙xc4 (14...♙f2+ 15 ♜xe4 ♙xc4 16 ♜d4!! is good for White according to Rohde) 15 ♜5xc4 ♙f2+ 16 ♜g4 ♙e2+



17 ♖h3 ♠f2+ 18 ♖g3 ♠e4+ with perpetual check.

### 13 ♖xe6!

The best way to try and eliminate an attacking piece. A king hunt is the result of 13 ♖xd2??, when after 13...♗f2+ 14 ♖d3 ♖ad8+ 15 ♠d5 ♖xd5 Black will soon deliver checkmate.

13...♗f2+ 14 ♖d1 ♖ad8 15 ♖d7 ♖fe8!

Black is playing a dream game, adding another piece into the attack even though it can be taken.

### 16 ♠d3

After 16 ♖xe8 ♖xe3+ 17 ♠d3 ♖xh6 18 ♖xh6 ♗xg2 Black has a material advantage.

16...♖xd7 17 ♠xf2 ♖xe3+



### 18 ♠d3?

One can hardly blame Shabalov for missing 18 ♖e2!, which Wolff analyses to a level game after 18...♖xh6 19 ♖xh6 ♠d2+! 20 ♖e3 ♠c4 21 ♠g4 ♖d6! 22 ♖ad1 ♖de6 23 ♖d3 f5 24 b3! ♠xe3 25 ♠xe3 f4 26 ♖f1 ♖xe3+ 27 ♖xe3 ♖xe3+ 28 ♖d2 g5 29 g3 ♖e4 30 ♖d3.

18...♠f2+ 19 ♖e2 ♖xc1+ 20 ♖xf2 ♖xh6

Black is on top but now White puts up stiff resistance.

21 ♖he1 ♖xe1 22 ♖xe1 ♖f8 23 ♖e4 ♖g5?!

23...♖g7 maintains a clear advantage for Black.

24 g4 ♖d5 25 ♖b4 b6 26 ♖a4! a5 27 ♖c4 c5 28 a4 f5 29 gxf5 gxf5 30 ♖e2 ♖d6 31 h4 ♖e6+ 32 ♖f3 ♖e3+? 33 ♖f2 ♖h6 34 ♠xc5 bxc5 35 ♖xc5 f4 36 ♖xa5 ♖h3 37 ♖c5 ♖xh4 38 a5 ♖h1 39 a6 ♖a1 40 ♖c6 ♖g5 41 b4 ♖a3 42 c3 ♖e8 43 ♖f3 ♖d7 ½-½

The aggressive line with 4 f4 is dangerous for Black if he is not careful. It is best to respond in a positive manner, as Wolff demonstrates with great skill.

**Summary**

Black has an assortment of replies to 3...♗c4, but clearly 3...♞xe4 and 3...♞c6 are the most reliable. Instead 3...♗c5 is a fairly common response, when after 4 d3 d6 White has an interesting choice between 5 f4, 5 ♗g5 and 5 ♖a4 (Games 47-49 respectively), although the latter is fairly harmless. Black's other third moves are probably not quite good enough for equality, as we saw in Games 52-54.

1 e4 e5 2 ♖c3 ♞f6 3 ♗c4

3...♗c5

3...♞xe4 – Chapter 2

3...♞c6 – Chapters 3-4

3...c6 – Game 52

3...♗b4 (D)

4 ♞f3 – Game 53

4 f4 – Game 54

4 d3 (D) d6

4...c6 – Game 50

4...♞d7 – Game 51

5 f4 (D)

5...♗g5 – Game 48

5...♞a4 – Game 49

5...♗e6 – Game 47



3...♗b4



4 d3



5 f4

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